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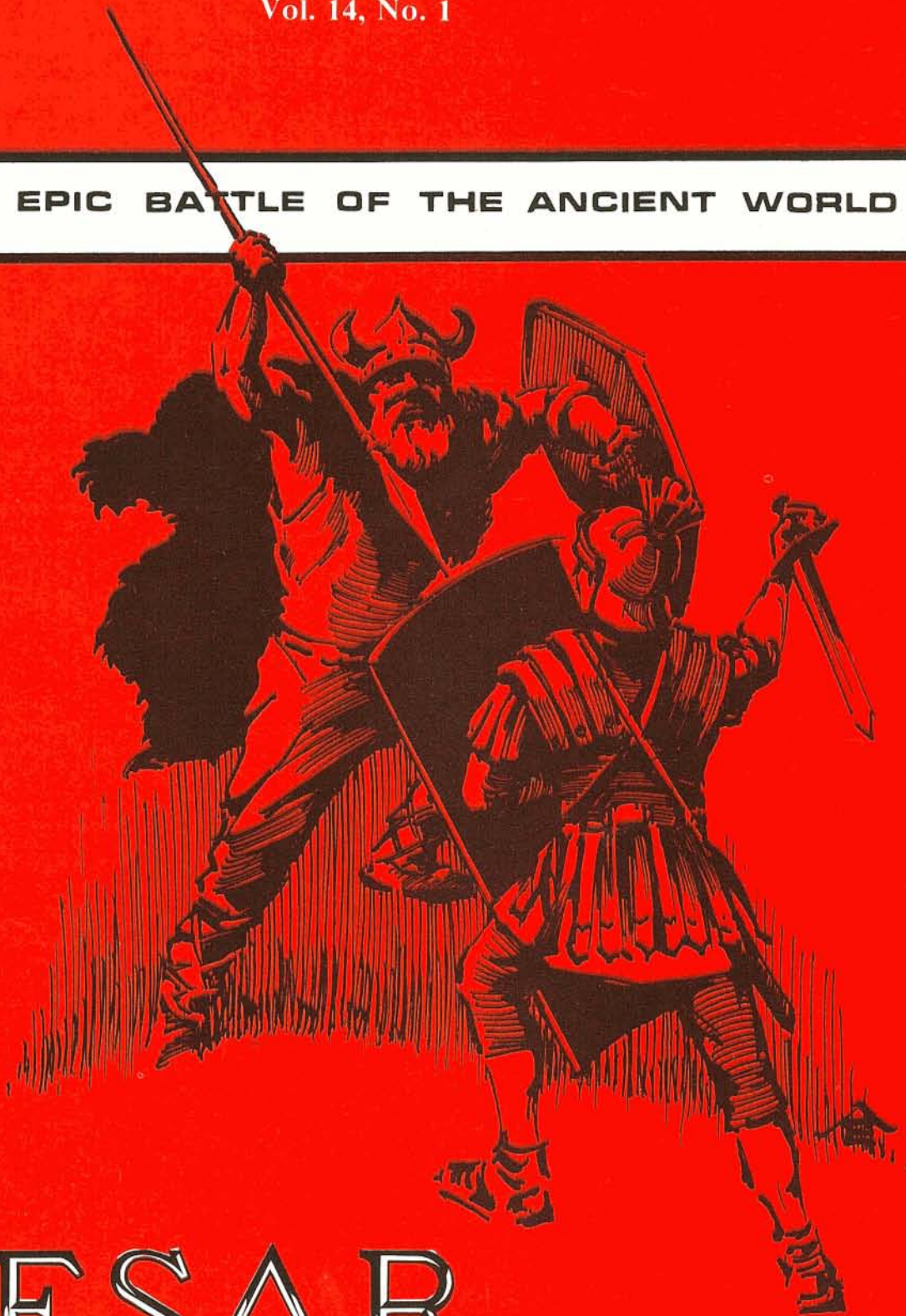
The AVALON HILL

GENERAL

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THE EPIC BATTLE OF THE ANCIENT WORLD



CAESAR

Avalon Hill Philosophy Part 61

The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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SUMMER



DELIGHT

With ORIGINS III (77) just around the corner, it's time to fulfill our March pledge and give you a glimpse at what we'll be unveiling this July in New York. Please don't order any of these items now—we'll probably announce their availability for mail order sale in the next issue.

SQUAD LEADER:

This is one of the most ambitious projects we've ever undertaken in that it's more of a system than a game. Although 12 scenarios are provided, they serve more as tools to learning the system, rather than as an end in themselves. Each scenario illustrates an additional part of the Programmed Instruction format in building block fashion so that the player is not overwhelmed by the enormity of the material covered. As the player progresses through the game package each scenario adds additional realism and complexity. By the time the player has mastered the whole package, he will have progressed from a simple Stalingrad street fight with small arms and machine guns to an armored advance across snow-covered roads in the Ardennes against American engineers. On the way, he will learn rules for flamethrowers, demo charges, smoke, concealment, fanaticism, sewer movement, AFV's, off board artillery, AT guns, transport, night combat, wire entanglements, entrenchments, minefields, bunkers, building height differentiation, rubble, fire, snow, roadblocks, mortars, and much more. When he's done he should be able to utilize the entire rules package to recreate any WWII tactical action in Europe. In fact, that's the whole idea. An extensive "Design Your Own" section of the rules shows you how to construct infinite scenarios. A fascinating Campaign Game allows your personal leader counter to advance in rank and ability by tying the scenarios together into an organized campaign.

Mildly reminiscent of PANZERBLITZ in approach, SQUAD LEADER is actually unlike anything we've ever done before. The resemblance to PANZERBLITZ ends after the 4 isomorphic boards which can be rearranged to butt together in a variety of ways. Counters represent individual leaders. AFV's and support weapons or 10-man squads or 5-man crews. Morale is the key element and this is where the game derives its name. Leader counters, practically defenseless by themselves, play major roles in directing fire, rallying broken squads, steadying troops under fire, and generally improving the performance of their men. Each leader is rated differently in regards to his own personal valor and leadership capabilities. How the player utilizes the capabilities of these leaders determines who will win the game.

The game will have over 520 1/2" unit counters representing Russian, German, and U.S. infantry forces. There will be an additional 196 5/8" counters for vehicles and fortifications.

The four mapboards represent city, village, ridge, and open farmland countryside on which such varied terrain types as wooden and stone buildings, one story and multi-level buildings, sewer systems, walls, hedges, woods, wheat-fields, cliffs, hills, roads, and shellholes are depicted.

If the game proves to be as popular as we suspect, we'll put out expansion kits with additional boards, counters, and rules to cover specific situations (Remagen Bridge), different nationalities, and more AFV's.

BOXCARS:

BOXCARS is a game of railroad empire for from 3 to 6 players (two can play, but the multiplayer game is more interesting). The mapboard portrays the United States during the heyday of the railroads, with the major cities and the 28 most important rail companies that linked them. The players compete in amassing cash and railroads by moving from city to city along the rail lines; it is expensive to move along a rail line owned by an opponent, however, so the players have to be careful to buy rail companies that will give them a safe and direct route all the way into the cities that they have to get to to collect their payoffs.

BOXCARS was designed by a professional railroad man, and the mapboard portrays the actual lines built by the most important rail companies. All of the subtle interrelationships and connections that were built up by the real-life competition of the rail companies has been transferred to the game. As a result BOXCARS is a subtle game of deep strategy; the players have to plan carefully to purchase rail companies that give them access to the various areas on the board, that link up to give fast connections between areas, and that obstruct the other players' movement or even cut them off from entire sections of the board. Add the fact that it is a multiplayer game, with players always threatening to combine in their purchases and upset the best-laid plans . . . and you have an exciting and subtle game of buying strategies, rail connection strategies, movement strategies and diplomacy.

BOXCARS has the additional (and unusual) virtue of being simple to play, so it is an excellent game to play with friends who like games but who do not like complex rules or games based on the military. Also, it is an excellent multiplayer game, which makes it a very good game for clubs or groups to play. It has already turned into an enormously popular "cult" game in the Baltimore area in the clubs that have played it. It is hard to believe that a railroad game could have this type of effect on a wargaming audience. Every once in a while a game comes out that virtually everyone who has been exposed to

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THE SUMMER OF 52 B.C.

CAESAR'S LAST DECISIVE CAMPAIGN IN GAUL

By Robert L. Bradley, Ph.D.

Those who have seen and played my game *CAESAR*, formerly known as *ALESIA*, are well aware of the great and remarkable battles and siege which took place in east-central Gaul and finally crushed Gallic hopes of independence. The game, which faithfully reproduces by simulation all the elements of the climactic engagement at Alesia, is the ultimate teacher for those who wish to study the subject in all its aspects. However, the siege and battles at Alesia comprise only the tail-end of a fascinating and complicated campaign in that fateful summer of 52 B.C. Players of *CAESAR* should realize this and become familiar with this broader subject (in itself probably worthy of a simulation). This article is an attempt to place Alesia into its wider context.

Before entering into an analysis of the campaign, I would like to discuss very briefly the question of Caesar's veracity in his *COMMENTARIES*. It is a fact that there are virtually no eye-witness accounts of the great general's operations in Gaul other than his own *COMMENTARIES*. For example, Quintus Cicero, one of Caesar's lieutenants, corresponded with his famous brother, the orator Marcus, but the letters contain only minor details. Without corroborating sources, many have doubted how accurate Caesar's facts and figures are, especially since his writings were composed not only as dispatches for the Roman Senate, but also as public news; and since many of his figures, particularly concerning enemy strengths, seem inflated. It is my considered opinion that Caesar is a reliable source, partly because of his consistently unemotional and detailed style, but mostly because his dispatches were publicly posted and read by his own lieutenants and men, as well as friend and foe in Rome: throughout the years before and during the Civil War, Caesar's enemies (Labienus himself, for example) never once accused Caesar of distorted accounts from Gaul. Yet the fact remains that reasonably accurate troop counts are a modern phenomenon, and such figures as 250,000 for the

Gallic relieving force at Alesia (detailed by Caesar tribe-by-tribe) simply have to be questioned. I question them far less than many have, and I consider Caesar, by and large, to be a trustworthy eye-witness.

Matters seemed well under control in Gaul for the winter of 53-52 B.C., and the veteran legionaries settling into winter quarters must have felt confident of a quiet summer to follow—the first quiet summer since 58. Two legions were quartered in the Ardennes on the borders of the Treveri (see Fig. 1), two among the Lingones (not far from Alesia), and six at Agedincum in the territory of the Senones (we get the name of the Seine River from these folk). But the summer ahead was not to be quiet. It was to see the last and most effective effort by Gaul to avoid Roman conquest, an effort at last supported by Gaul as a whole.

Having settled the legions for the winter, Caesar headed south for his customary duties on the circuit court in Gallia Cisalpina (now northern Italy). His attention was really turned to Rome, where his supporters and those of his rival, Gnaeus Pompeius (Pompey), were engaging in sporadic but bloody street battles. The Civil War was several years in the future, but all the ingredients were already present.

Rome's internal problems did not escape the attention of Gaul, most of whose tribes had only been bloodied, not destroyed, by Caesar's victories. One last co-ordinated effort might cause the collapse of the Roman presence like a house of cards. So went the reasoning of the Carnutes, the Senones' neighbors to the southwest. Accordingly, this tribe led the revolt and went on a war footing. Shortly thereafter, in the early spring, the Carnutes butchered all the Roman traders who had settled into Cenabum, their tribal center. News of this action quickly spread throughout Gaul, spurring the radical element in each tribe. One of these restive

radicals was Vercingetorix, a young noble of the Arvernian tribe, who immediately agitated for action; the more conservative rulers of his tribe, however, grew panicky and tossed him out of Gergovia, the main town of the Arverni. The conservatives had underestimated the sentiments of their people, and soon Vercingetorix raised an Arvernian peasant army, triumphantly re-entered Gergovia, and was proclaimed chieftain of the tribe. More than a dozen neighboring tribes joined him and proclaimed him leader of their rebellion against Rome. Learning from past Gallic mistakes, he organized the available troops brilliantly, calling for draft quotas, with special emphasis on cavalry, and laying down severe punishments for even minor breaches of discipline.

We should pause here to evaluate Vercingetorix' abilities and character. We don't know much about him, but can infer a great deal. Though largely illiterate, he spoke a form of Celtic language akin to the Gaelic forms of Ireland, Scotland, and Wales, and knew at least some Latin. In terms of religion he must have followed the Druids. We know nothing of his appearance and can only guess that he was imposing, with brown or reddish hair, and in his early twenties. We do know that he could play a rare combination of roles: rabble-rouser, inspiring leader, able administrator, and brilliant strategist. Whatever limitations his subsequent actions indicate, these limitations were imposed by the society and tribal structure which created and followed him. Had he been on the winning side, history would classify him as one of the outstanding generals of all time; as it is, he is still revered as France's (Gaul's) first national hero.

As the fuse leading to the bomb of concerted Gallic rebellion sparked and burned, Caesar found himself in an awkward position, to say the least. He was way down in northern Italy, and his ten legions were scattered in winter quarters across east-central Gaul. He did have at his disposal twenty-two cohorts of very recent recruits, whose advanced

training would soon be a baptism of fire. Hearing from informers that the Gallic plan was to invade "the Province" (the Romanized Mediterranean coast of Gaul known to this day as "Provence"), he marched to Narbo, garrisoned it and moved northeast. True to form, he took the rebellion by surprise with his unexpected speed, made possible by a forced march through spring snows six feet deep, heading through mountain passes to the borders of the Arverni (follow Fig. 2).

Vercingetorix, who had moved north to raise more rebellion in the territory of the Bituriges, now turned south to return to his homeland and meet Caesar's challenge; but Caesar knew better than to meet the enemy with inadequate troops and, leaving a covering force, moved northeast to Vienna (modern Vienne) and thence to the territory of the Lingones to concentrate his veteran legions. Vercingetorix' astute reply to this was to move north on a roughly parallel course and threaten Gorgobina, the capital of the Boii, a tribe still friendly to Rome.

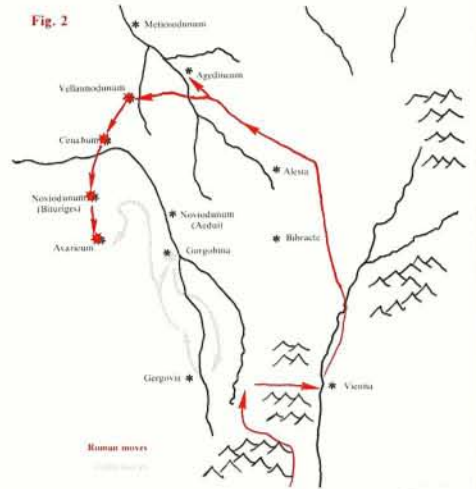
Caesar, as he himself admits, was now faced with a difficult decision: he wanted freedom of action, but had to respond to a threat to a friendly Gallic tribe (a rapidly vanishing breed, under the circumstances). Leaving two legions at Agedincum with the whole army's baggage train, he marched with the rest of his forces to the aid of the Boii. On the way he besieged and accepted the surrender after two days of the main town of the Senones, Vellaunodunum, and two days later torched the abandoned capital of the Carnutes, Cenabum. This move must have served a double purpose: it was a symbolic funeral pyre for the murdered Roman traders and a revenge of sorts against the instigators of the rebellion, the

Carnutes. From here Caesar headed south, crossing the Loire and entering the land of the Bituriges.

Vercingetorix had meanwhile besieged Gorgobina, the friendly Boian town, but broke off to march north and confront the Roman army. He met Caesar at Noviodunum, a town of the Bituriges, which was in the process of surrendering to Caesar. The two opposing armies at last locked horns in the form of a large cavalry engagement which the Gauls lost, compelling Vercingetorix to withdraw a short distance. Noviodunum then had to surrender to Caesar, who proceeded toward Avaricum (Modern Bourges), the Bituriges' major settlement.

Gallic reverses at Vellaunodunum, Cenabum, and Noviodunum now convinced Vercingetorix that a scorched-earth policy would be most effective, since the season was still young and food was already a problem for the Romans. Having made this grave decision, many towns throughout Gaul were put to the torch, and their stored food supplies as well. The Bituriges, however, begged that Avaricum be spared from this and defended. Vercingetorix was very much against this exception to his new strategy, but in due course assented to the defence of Avaricum, and despatched troops for the purpose.

The Gallic army followed Caesar closely toward the town and harassed the Roman foraging parties which were attempting to gather provisions. Caesar had in the meantime decided that a siege was not feasible in view of the river and marshes in the immediate vicinity which made investment of the town difficult, if not impossible. A direct assault was the only answer, especially since food was becoming a real problem.



A revealing statement by Caesar in connection with this food shortage should be quoted here (my translation):

For several days the men had no wheat and avoided inevitable famine by herding cattle from distant villages. Even so, not a word from them was heard unworthy of the dignity of Rome and her previous victories.

The fact is that the Roman legionary was extraordinarily conservative and set in his ways. He was used to grinding his own wheat, making a dough, and pan-frying it over his own campfire at the end of the day. The Spanish tortilla is a direct descendant of this phenomenon. Meat at best played a very secondary role in the legionary's chosen diet. A similar grain shortage at Dyrrachium in the Civil War between Caesar and Pompeius nearly led to a revolt, despite ample supplies of lamb. Imagine G.I.'s becoming inflamed at having to eat steak instead of pancakes!

In any event an assault on Avaricum seemed to be the only choice, and an earthen ramp (*agger*) was constructed, along with mobile assault towers. Gallic harassment of Roman scouting parties led to a large-scale but indecisive skirmish. The center of attention for both sides continued to be the town, and Vercingetorix managed to slip more picked men into Avaricum for its defense. A classic duel between attack and defense developed: the higher the Roman towers became, the higher the Gauls raised the town walls; and in turn the Roman ramp and towers were built higher. Roman attempts to mine the town walls were met with counter-mining and the dumping of rocks and hot pitch on the attackers. After twenty-five days the Roman *agger* was 330 feet long and 80 feet high, and the Gauls grew desperate. This desperation of course led to a sortie, after the Roman towers had been set ablaze through successful counter-mining.

The sortie in strength came after midnight and led to desperate fire-lit fighting. Caesar pays special credit, as is his wont, to the courage of the Gauls: he watched as a man hurled lumps of pitch at one of the burning towers. The man was instantly killed by a bolt from a *ballista*. A comrade took over the task and met an identical fate. A third stepped in and soon died, and a fourth, and a fifth, and so on for the rest of the night. Great sport for the Roman artillerymen. The Gallic counterattack failed.

Much to the relief of Vercingetorix, Gallic sentiments now immediately turned to abandonment of the town, and this decision was made. In what was not to be the first or last case of female miscalculation, however, the women of Avaricum

Fig. 1
Gaul and Her Tribes
52 B.C.



begged for the town's defense. They couldn't face the rigors of the refugee. When their case seemed lost they indicated to the enemy by screams that the town was to be abandoned. The Gallic command rightly feared flight that was broadcast to Caesar and decided to hold on.

The next day, in heavy rain, Caesar ordered a surprise assault. Surprise was complete and led to immediate panic. 40,000 men, women, and children perished. Simply stated, the Roman troops had had it—a massacre of their countrymen at Cenabum and the struggles of the recent assault preparations, after more than six years of fighting Gauls, had driven them mad. Conceivably there was an element of official sanction to this. The Gallic revolt was as potent as ever and Caesar might have, so to speak, dropped the atomic bomb on Avaricum in order to kill many to avoid killing many more in the near future. He might even have thought that such treatment would be a lesson to Gaul, though this is unlikely. Whatever the reasons for the obliteration of Avaricum and its populace (a mere 800 men reached Vercingetorix and the main army in his camp near the town), the revolt did not die. The Avaricum massacre had quite the reverse effect.

In perhaps the greatest measure of Vercingetorix' great abilities, the Gallic leader managed to comfort the survivors: siege techniques were a special Roman skill and the defense of Avaricum was from the start a policy to which he had been opposed. Undoubtedly these statements came to haunt Vercingetorix in the closing stages of his residence at Alesia.

Nonetheless, Vercingetorix promised to enlist more Gallic tribes in the cause, and he did—many more. The Gallic revolt was spreading.

In taking Avaricum, Caesar temporarily solved his food problems. The town was bulging with supplies. This Roman army rested within the remains of Avaricum for several days before moving north into the territory of the Aedui, Rome's most faithful ally in Gaul. The move was intended to keep the Aedui friendly or at least neutral.

At this stage (follow Fig. 3 from now on) Caesar despatched Labienus with four legions to the territory of the Senones and Parisii (the latter's capital, Lutetia, lay where Paris now stands). Caesar turned southward with six legions along the Allier River toward Gergovia, a major settlement of the Arverni. Vercingetorix pursued Caesar into his own homeland. Caesar reached Gergovia in five days with his adversary in hot pursuit. The town was seemingly impregnable and Caesar accordingly decided on a siege.

Cavalry skirmishes kept Vercingetorix and his field army at bay, so as part of the planned siege of Gergovia, Caesar ordered a strategic hill near the south wall of the town to be taken. A surprise assault of this feature was successful and Caesar, accompanying the X Legion, ordered a halt. The X Legion did so, but the other five legions did not, impulsively pursuing retreating Gauls to the town and attempting to scale the town walls. Desperate fighting took place and Caesar calmly reports that the Romans had to retreat and regroup, with a loss of 700 men. He also admits that forty-six centurions had died. Since the Roman Army provided one centurion for every sixty men (full establishment), those fallen leaders represent up to 3,000 men. This factor, coupled with subsequent events, strongly suggests that Gergovia was a major and costly Roman blunder. Caesar rightly reprimanded his troops.

Two days later Caesar withdrew altogether from the vicinity of Gergovia and returned to the territory of the supposedly friendly Aedui. This tribe had meanwhile evaluated developments and picked Vercingetorix to be the ultimate victor. They put their capital, Noviodunum (not to be confused with the Noviodunum of the Bituriges) to the torch, having massacred the Roman officials in their company. Caesar's army crossed the Loire, swollen from melting snows, neck deep in the water. Having dispersed Aeduan patrols, Caesar proceeded northward to the territory of the Senones.

Meanwhile, the great Labienus proved how effective a veteran general with four seasoned legions could be. Leaving the north Italian recruits at Agedincum (of the Ambivareti) to guard his supplies, he marched his four legions to Lutetia, capital of the Parisii. As the Parisii prepared to defend the town, Labienus did a quick about-face and turned on Metiosedunum (of the Senones), taking it by surprise by the use of fifty small boats moored in the Seine opposite the town. He then crossed the bridge at Metiosedunum and advanced once again on Lutetia. Thoroughly confused and outclassed, the Gauls burned Lutetia to the ground (Is Paris Burning? Yes).

The Gallic forces in the area, under one Camulgenus, were substantial, representing a number of tribes with excellent fighting reputations. They certainly outnumbered Labienus' four legions. And they were pressing in on the Romans from two directions. Through the use of brilliant diversions and deceptions, and having quickly recrossed the Seine, Labienus hit the bulk of the Gallic forces in the flank and completely routed them. Calmly he returned to Agedincum to rejoin his recruits, and three days later met Caesar in the territory of the Senones. We should take a moment at this juncture to examine Labienus.

Titus Atius Labienus is an intriguing historical figure. Before joining Caesar in the latter's proconsulship in Gaul, he had been a *praetor* (equivalent to a high-level Federal judge), a *tribunus populi* (roughly equivalent to a powerful Congressman), and had had military experience in Spain. In the civilian world his next step would have been *consul* (roughly equivalent to our President). Slightly younger than Caesar, he was despatched to Gaul as his second-in-command because of his experience, and was just a step behind Caesar in career. There is compelling evidence that he was in line for the consulship at the time that the Civil War began, three years after Alesia. His career in Gaul was nothing short of perfect, whether it involved supervising fleet construction, command of the cavalry, supplies, or half of the army. He was great in defense, great in attack. Toward the end of the Civil War of 49-48 B.C. he routed an impetuous landing by Caesar in North Africa and could have completely changed history had he not been

wounded at a crucial moment. Why he sided against his former commanding officer is unknown, but the best guess is that he resented being second-in-command with first-rate abilities. His tragedy is that he was born into a generation of generals. Had it been otherwise, Labienus might now be as household a name as Alexander, Caesar, Napoleon, and Lee. He fought Caesar to the death in a close Spanish campaign, never seeking quarter, and his head was brought to Caesar on a shield.

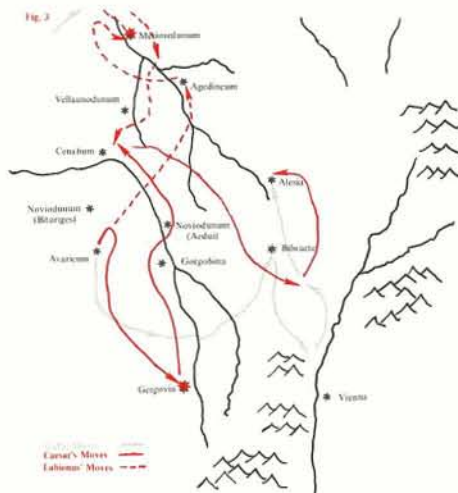
Back to Vercingetorix. At Bibracte a major convention of the rebellious Gallic tribes was held, hosted by the recently converted Aedui. After brief arguments Vercingetorix was given a complete vote of confidence and was unanimously elected commander-in-chief of the whole rebellion, an unprecedented event in Gallic history. Despite setbacks, more tribes continued to join the rebellion. The fact is that to date Vercingetorix had had nothing to do with Gallic defeats. These had taken place either against his advice or completely independent of his command. With this mandate Vercingetorix officially decreed a scorched-earth policy with no exceptions and ordered constant harassment of Caesar's army by the Gallic force of some 15,000 cavalry. He aimed to win by depriving the Roman army of food. Simultaneously, he despatched a force to invade the Roman Province (Provence) far to the south, which was defended by weak forces.

Up to this point Caesar had been employing mercenary Gallic cavalry, as he had for six years. The rebellion was so widespread by now, however, that this was just too risky. Accordingly, he sent into Germany (the Rhineland) for mercenary horsemen. The German ponies were inadequate, so he gave the troopers his officers' mounts. Then he headed through the territory of the Sequani toward the Roman Province in South Gaul, no doubt because of the threat that the Gauls were posing (see above). Vercingetorix took this movement to be a retreat and determined to attack the Roman army on the march. A fierce battle ensued in which the German cavalry completely outfought the Gallic horsemen and even routed some Gallic infantry. This is the first documented victory of German arms over Gallic, but not the last (cf. *France 1940*). Caesar saw his advantage and turned on the Gallic army. Vercingetorix retired quickly to Alesia, an intact town of the Mandubii, with Caesar on his heels.

At last we reach Alesia. Now you can read the designer's notes and historical commentary in the *Caesar-Alesia* rulebook. This, in addition to playing the game, will show you what a desperate and close finish the massive Gallic rebellion demanded.

Let us briefly evaluate the performances of the respective commanders. I have already noted that Vercingetorix operated under tight restrictions. These restrictions were produced by his society, a society of feudal loyalties. Like Ireland, Scotland, Wales, and other Celtic nations in wars against invaders, the tribes of Gaul for six long years failed to form any common front. Most of the Gallic Wars are a saga of tribe against tribe as much as Gaul against Rome. When the tribes finally got together, they did so with a vengeance and came within an inch of succeeding (again, play the game). You will note that Vercingetorix was not given complete control of the war until long after it had begun. In fact there were a few tribes which, throughout the rebellion, refused to fight against Caesar, except on their own terms, and who remained neutral. They were snuffed out the following year. Bearing this factor in mind, Vercingetorix can be viewed as a remarkable leader with great strategic insight; he must have had great frustrations.

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ALESIA-THE BATTLE

By Gary & Sandy Dayton

Caesar's success in the battle of Alesia was due primarily to his reputation, both with the enemy and his own men. The ingenuity and adaptation to purpose of the devices incorporated in his defenses have never been excelled in the annals of military engineering. Only extreme persistence and discipline could have created a defense that could stand up to such a force. These defenses are still used at West Point and other military institutions as an example of prepared positions. The Gallic troops cooped up in Alesia suffered a lag both in discipline and morale. The Roman legions, however, remained organized and active with their preparations. Caesar was able, through the use of these sophisticated entrenchments, to tune his men to their limit both physically and mentally.

Running from Caesar's legions and German mercenaries, the Gauls, commanded by Vercingetorix, arrived at the town of Alesia in east central Gaul. The town was situated at the top of a hill (now Mont Auxois) whose highest point was 500 feet above the two streams that flowed at either sides of the base. Around the town there extended a plain of about three miles and beyond this plain a circuit of hills arose of about the same height as that on which the town of Alesia stood. After occupation, a large number of Gallic troops dug a trench and built a six-foot wall of loose stones on the east side of the Alesian fortress.

Meanwhile, the Romans were building a line of investment eleven miles in circuit. Along this line were several camps and 23 redoubts. The Gallic cavalry attempted to sortie to hinder the construction but they were forced back into the city by Caesar's Germanic cavalry after much bloodshed. The Gauls suffered many casualties simply because they couldn't get back fast enough through the

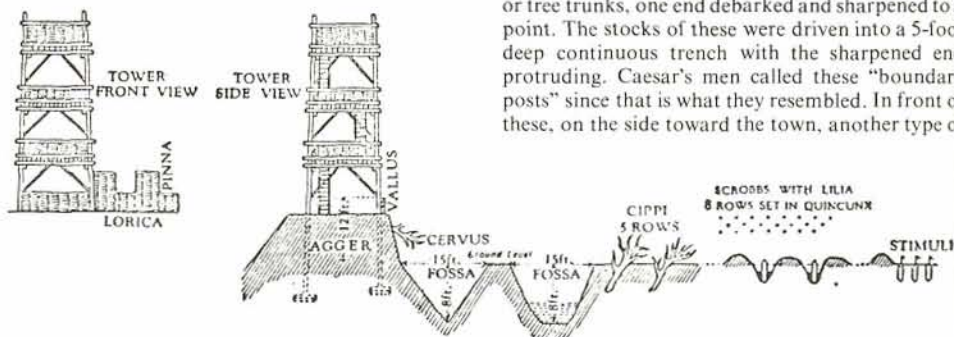
narrow doorways built into their wall. According to Caesar's commentary, the enemy were jammed together in the narrow doorways. Some of the Gauls were so panic-stricken that they abandoned their camp on the east of Alesia and attempted to seek refuge in the city. But Vercingetorix halted the desertion by ordering the city's gates closed.


So the first skirmish since the Gauls had retreated to Alesia ended with a great loss of Gallic men and horse. With discipline out of balance, Vercingetorix sent his cavalry through a break in the uncompleted Roman lines at night with instructions for each to go to his own tribe and press every able-bodied man into service. He added that if the messengers were "too remiss", 80,000 men would die at Alesia.

Vercingetorix calculated there would be enough food for 30 days and commanded it all be brought to his headquarters and distributed the cattle of the Mandubian tribe to each man. He brought into Alesia all his troops stationed outside the town and felt prepared to wait out the siege until relief arrived.

Caesar learned of Vercingetorix's plans from Gallic captives, and so began to construct extensive fortifications. On the west along the edge of the plain, he had a trench dug 20 feet wide with vertical walls. (see figure) Further west, about 800 feet, and toward Caesar's original line of camps, two more trenches were dug, 15 feet wide and deep. The trench nearest to the plain, he had filled with water from the river. Behind these two trenches, Caesar ordered a rampart to be built on the bank. The bank and rampart together measured 12 feet in height. He fortified the rampart with a breastwork of branches and inserted limbs whose sharpened ends projected outwards. These would hinder enemy attacks. Around the whole line of works, he situated towers 80 feet apart.

During this time, the Gauls would sometimes come out of the town, attacking the work being performed on the defenses. It was necessary for Caesar's troops to obtain grain and timber during this time. So Caesar thought to add extra fortifications. One of these was the cutting of stout branches or tree trunks, one end debarked and sharpened to a point. The stocks of these were driven into a 5-foot deep continuous trench with the sharpened end protruding. Caesar's men called these "boundary posts" since that is what they resembled. In front of these, on the side toward the town, another type of



fortification called "lilies" was made. These were 8 rows of shallow pits dug in the shape of the five marks on a die (). Into each pit a stout branch was pressed whose protruding end was sharpened and then hardened by fire and camouflaged with brush. A third addition to the fortifications was the "goad." Goads were barbed iron hooks implanted in a foot-long block of wood buried at intervals in the earth so that only a short part of the hook was left uncovered.

These defenses constituted Caesar's "line of contravallation" which extended 11 miles in circuit to protect his troops from attack from the troops in Alesia. Upon completion, Caesar constructed another line of defenses extending 14 miles in circuit following the course of the most level parts of the land. The defenses were built in reverse series with the goads being the farthest outside and the ramparts on the inside. This second series of defenses is Caesar's "line of circumvallation" which protected his troops from any relieving forces.

While these works were being carried on at Alesia, the Gauls in council had decided not to send to Alesia all the men who could bear arms, but only a certain number from each tribe. It was reasoned that too many would lead to mass confusion and grain would be difficult to secure for such a large number. The total levy from among all the Gallic tribes who wanted freedom was 287,000. The tribes which remained friendly to Caesar were the Remi and Lingones. The Bellovaci tribe did not send their prescribed number (10,000) but were determined to carry on the war with the Romans at a place and time of their own choosing.

The Gallic relief army mobilized in the Aeduan territory with about 250,000 infantry and 8,000 cavalry. The army had as commanders Commius from the Atrebatian territory, Viridomarus and Eporodrigus from the Aeduan, and Vercassivellaunus, cousin to Vercingetorix, and the Arvernian.

Meanwhile at Alesia, the food supply was running out. The day had long passed when help had been expected to arrive. There were several opinions as to what they should do. Some wanted to surrender; others wanted to make a sortie while they were still able. A speech was made by Critognatus in which he cited a previous set of circumstances when it had become necessary for their ancestors to sustain life with the bodies of those who seemed too old or useless in battle. With all opinions expressed, they decided that those ill or unfit should leave the town, and that all means should be tried before resorting to either cannibalism or surrender.

The Mandubians who had received these soldiers into their town, were forced to leave it with their wives and children. Crying and praying, they approached the Roman fortifications in order that they might be received as slaves and fed. But Caesar's guards, posted on the walls, refused to admit them.

Meanwhile, Commius and relief troops led by him and other Gallic leaders arrived at Alesia and occupied a hill not more than a mile southwest of Roman entrenchments.

The next day, the Gallic cavalry came out from their camp and occupied the whole plain which extended 3 miles. Their infantry drew back and established themselves on a nearby high hill. Those in Alesia, upon seeing help arrive, were ecstatic. They filled the trench nearest them with earth, timbers and hurdles and made ready for a sortie.

Caesar stationed his men on both the inner and outer lines of works and ordered his cavalry to charge. From the infantry camps where there was a commanding view, the soldiers were waiting the outcome of the battle.

The Gauls had among their cavalry a few archers and lightarmed soldiers who might furnish support. These foot units helped to hold out against the charge. Caesar's cavalry was forced to withdraw after unexpected injuries were sustained. With this victory, the Gauls were confident that they were superior. They saw the Romans beset; and all the Gauls, both those contained inside the defenses and the relief army strengthened their spirits with a chorus of fierce war cries. Since what was going on was in full view of everyone, no one was able to conceal either honorable or disgraceful deeds. On both sides, the desire for praise and fear of disgrace provided the incentive for courage in battle.

The battle was joined and raged till near sunset when, with victory still in doubt, the German cavalry charged the Gauls and drove them back. The archers who were on foot around the fleeing cavalry were killed because they had not learned how to keep up with the horsemen. (Caesar explained in earlier writing that the German foot soldiers had learned to keep up with the horsemen by holding onto the manes of their horses.) The rest of Caesar's troops followed the retreating Gauls up to their camp, not giving them a chance to rally. Those who had come out of Alesia, withdrew into the town dejected and with no hope of victory.

There was an intermission of one day, in which the Gauls made a number of hurdles, ladders and grappling hooks. In the middle of the night, they stole silently out of their camp toward the Roman entrenchments. Suddenly they made a great noise, by which signal those in Alesia learned of their approach. Having heard the noise, Vercingetorix gave the trumpet signal and led his men out of the town. The relief army threw out their hurdles and with slings, arrows and stones drove the Romans from the wall. Then the Romans took their posts at the defenses which had been assigned on the previous day, and with pound-weight slings, javelins (stakes with one end sharpened and hardened by burning), and acorn bullets beat off the Gauls. The darkness restricted vision and both sides suffered heavy casualties. A great many missiles were thrown by the artillery. The legates Mark Antony and Gaius Trebonius, who were responsible for these parts of the defenses, saw that they were besieged and sent the men in outer redoubts to help. The missiles of the Gauls were very effective as long as they stood far away from the Roman line of defense. When attempting to close, they stabbed themselves on the goads or fell down the wolf-holes and pierced themselves on the sharpened stakes or were bombarded by javelins thrown from the Romans on the wall. Heavy casualties were suffered but the outer defenses were not penetrated. With the approach of daylight, the Gauls withdrew to their camp.

From within Alesia, equipment had been prepared by Vercingetorix for the sortie and for filling the inner trench. But the execution of these works was delayed for such a long time that as they approached the Roman inner defenses, they were aware that the relief army had already withdrawn to their camp, so they retreated into the town without accomplishing their purpose.

The Gauls had attacked first with cavalry and then with infantry. And now, twice repelled with heavy losses, the Gallic relief army planned their next move. They brought in men who knew the situation of Caesar's upper camps. There was a hill on the north which Caesar's troops were not able to completely surround with defenses (Mount Rea). The camp was made on a gentle slope in a disadvantageous position, and held by two legions. The Gallic leaders selected from among their tribes 60,000 who had the highest reputation for courage. They planned secretly among themselves and fixed noon as the best hour of attack. Vercassivellaunus

was put in charge of these forces. He left camp at the first watch and toward daybreak had almost completed his march. He was hidden by the mountain and ordered his soldiers to rest. When it approached noon, he pushed forward toward the upper camp described above. The cavalry approached the defenses on the plain and at the same time the remaining troops began to show themselves in front of the camp.

Vercingetorix saw them from the citadel of Alesia and he and his men left the town carrying the hurdles, long poles, mousies, hooks, and the rest of the equipment which had been prepared for the sortie. There was fighting at the same time everywhere and everyone was attacking the place that seemed weakest. The Roman forces were so separated that they couldn't easily match the Gauls everywhere. The great noise had the power of alarming the Romans as they understood that the fate of others depended upon their courage. And, Caesar writes, the majority of men will be disturbed by the things they cannot see.

Caesar obtained a suitable position from where he could observe the battle (probably on Flavigny Heights) and so that he could send support to those who needed it. To both sides came the feeling that this was the time to make their greatest effort: the Gauls, if they could not break through the defenses felt lost; the Romans expected the end of their labors if they could but hold on to their defenses.

The gravest danger that the Romans were in was at the upper defenses where Vercassivellaunus was sent. The unlevel place on the slope had great influence. Some of the Gauls threw spears while others moved up under a turtle-shell roof. Exhausted men were replaced with fresh. All the men threw earth into the defenses which gave them an ascent and covered up the traps which the Romans had concealed. The Romans were tiring and running out of missiles.

Upon observing the seriousness of the matter, Caesar sent Labienus with 6 cohorts to reinforce the distressed camp. He ordered Labienus that if he could not hold onto their position, he should lead his men out and make a sortie. But only as a last resort.

Caesar himself rode among the rest of his men and encouraged them not to give up. He pointed out that the gains of all their previous combats depended on this day and hour. The Gauls on the inside had given up hope on the plain because of the extent of Caesar's defenses; and they now tried places with steep ascent which had not been so heavily fortified by the entrenchments. To here then, they carried the weapons they had prepared. The great number of spears thrown forced back the Romans fighting from the towers. With earth and hurdles, the Gauls filled the trenches; they also destroyed the Roman rampart and breastwork with hooks.

Caesar sent at first young Brutus with a few cohorts, then the legate Gaius Fabius with more; finally when the battle was raging still more violently, Caesar himself led in fresh troops. After the Roman reinforcement, the enemy was beaten back and Caesar pushed on to the upper camp to which he had sent Labienus. He attacked out with four cohorts from the nearest redoubt. He ordered part of the cavalry to follow him and part to go around to the outside of the defenses and attack the enemy from the rear.

Labienus, when neither the ramparts nor the trenches were able to withstand the enemy forces, assembled together from the nearest garrisons eleven cohorts and sent messengers to Caesar to inform him of what was happening. Caesar hastened to the engagement. The Gauls knew it was

ROMAN FORT DEPLOYMENT IN CAESAR-ALESIA

By Robert L. Bradley, Ph.D.

I have heard a great deal of talk lately about the imbalance of my game, *CAESAR (ALESIA)*, suggesting that the Gauls have an enormous advantage, that the Romans cannot win. This has seemed remarkable to me, not only because I have never lost a game when playing the Roman side, whether in the original version or the slightly modified Avalon Hill edition, but also because as the designer I have seen the game played numerous times in its various forms and have noticed that the Romans win about half of the time.

Play-balance, strictly speaking, is not the subject of this essay, but this important issue should be addressed. In brief, it can certainly be said that the Roman side is the more challenging to play, in that mistakes tend to be more deadly. This is true of defense in most cases (the Germans in *D-DAY*, for example, or the Americans in *BULGE*). One small mistake and the front caves in. The Roman has to be very careful throughout the game, whereas the only really dangerous moments of the game for the Gauls are when Vercingetorix makes his move for freedom.

The fact is that perfect Roman play in *CAESAR-ALESIA* is virtually unbeatable. For this reason I prefer to play defense in the game.

Which gets to the point of this article. Since the Roman side is (admittedly) the harder to play, it might be valuable to explore one of the most important aspects of the game, an aspect which is determined before play even begins. This is the placement by the Roman player(s) of the twenty-three forts. In examining this subject, it might be interesting to study (briefly) what Caesar himself has to say about them, and how he positioned them in the actual siege and battles. Then my favorite fort deployment will be shown and explained, contrasting it tactically and strategically with Caesar's.

The two sources for Caesar's placement and use of forts at Alesia are first, Caesar's own account of the siege, and second, the French archaeological excavations at the site under the patronage of Napoleon II in the early 1860's. Caesar (VII, 69) does not say much about the forts, only that he built the twenty-three to hold strong detachments for rapid deployment (*... castella viginti tria facta, quibus in castellis interdiu stationes ponebantur, ne qua subito eruptio fieret: haec eadem noctu excubitoribus ac firmis praesidiis tenebantur*). There is no proof that at Alesia artillery (missile engines) was deployed in these forts, but in an earlier campaign in Gaul they were definitely so equipped:

... Ad extremas fossas castella constituit ibique tormenta collacavit (II, 8).

... At the ends of the trenches he built forts and there positioned his artillery.

Caesar deployed in this fashion at the Battle of the Aisne in 57 B.C. to cover his flanks against the Belgae. I have stated often why I decided that the forts at Alesia should have this artillery capacity: all of this information is contained in the Designer's Notes included with *CAESAR-ALESIA* and need not be repeated here.

Now let us examine Caesar's fort deployment in the actual siege. Forts 1 through 6 were placed between the two perimeters opposite off-board zones I and II and were evenly-spaced. It is in this sector that there was the least room for maneuver between the perimeters and Caesar in effect created a third (intermediate) perimeter here with his forts.

Forts 7 through 10 were positioned at regular intervals just behind the inner perimeter facing the south side of the town. Here the Roman defenses were closest to Alesia and the forts were clearly intended as a loose but powerful secondary line of defense for the inner perimeter.

Forts 11 and 12 were evidently concerned with providing extra strength to the outer perimeter where it is broken by a river south-east of the town.

Fort 13 was constructed half way between the perimeters due east of the town, facing off-board zones VII and VIII. This fort was no doubt meant to be a central rallying-point in the open space between the perimeters.

Fort 14 guarded the break in both perimeters caused by the river which flows into off-board zone VII, while fort 15 covered breaks just to the north-east.

Forts 16 and 17 provided additional strength to the inner perimeter facing Alesia to the north-east of the town.

Forts 18, 19, and 20 were certainly built to cover all three sides of the deep indentation in the outer perimeter facing off-board zone V, caused by anomalies in the terrain.

Fort 21, like 13, was apparently intended as a major bulwark opposite zone IV between the perimeters.

Finally, forts 22 and 23 were sited on Mount Rea, the first to cover another indentation in the outer perimeter, the second to help fill the gap in the unfinished outer perimeter on the west side of the heights.

Before assessing Caesar's fort deployment, we should bear in mind that the game map is not a topo map, and that Caesar's forts did not necessarily perform all of the same functions as they do in the game, though this must substantially be the case.

I like Caesar's deployment of forts, particularly that of forts 1 through 6, 8 and 9, 22 and 23. I have often used set-ups similar to his. His deployment has the advantage of creating, in effect, a third perimeter between the inner and outer ones. In the context of the game, Caesar's deployment has weaknesses, however, in particular that most of the rivers that cross the perimeters are unbridged.

The fort deployment which I tend to use most often involves the following. Two forts face the junction of off-board zones I and X. These cover one-hex-wide gaps in the outer perimeter where the Gallic relieving force can (and often does) attack very early in the first assault period.

Two forts face zone II between the camps where the perimeters are perilously close together. Two more forts bridge the river which flows into zone III. Their bridging capacity is most important here, but the positions (especially on the inner perimeter) are also intrinsically weak.

Three forts cover Mount Rea, two of them in the yawning gap to the west of the summit and one on the east side of the heights to cover the salient in the outer perimeter at that point. Mount Rea can be given up without complete disaster, but the Gauls must be made to pay heavily for it.

Two forts face zone IV where there are minor salients and an important one is positioned just south of the camp facing zone V. If this camp falls (and it is not an easy one to defend), then the outer perimeter is left with a hole.

Three forts face zone VII where there is a sharp salient in the outer perimeter and where there are uncomfortable gaps in the defenses. Two forts bridge the river, which runs into this zone, on both perimeters. These are equivalent to the forts on the river running into zone III.

One fort occupies the outer perimeter salient which faces the junction of zones VII and VIII. This speaks for itself.

Two more forts cover the river which runs into zone VIII as it crosses each perimeter. Again, bridging is paramount, but here in addition there is a break in the outer works, providing a good hole for Gallic cavalry. The fort tends to discourage cavalry penetration.

Two forts fill gaps in the outer perimeter facing zone IX. Finally, a fort covers the minor salient on the inner perimeter facing the south side of the town. Here the Roman is most immediately vulnerable to an assault by the Alesia (interior) force.

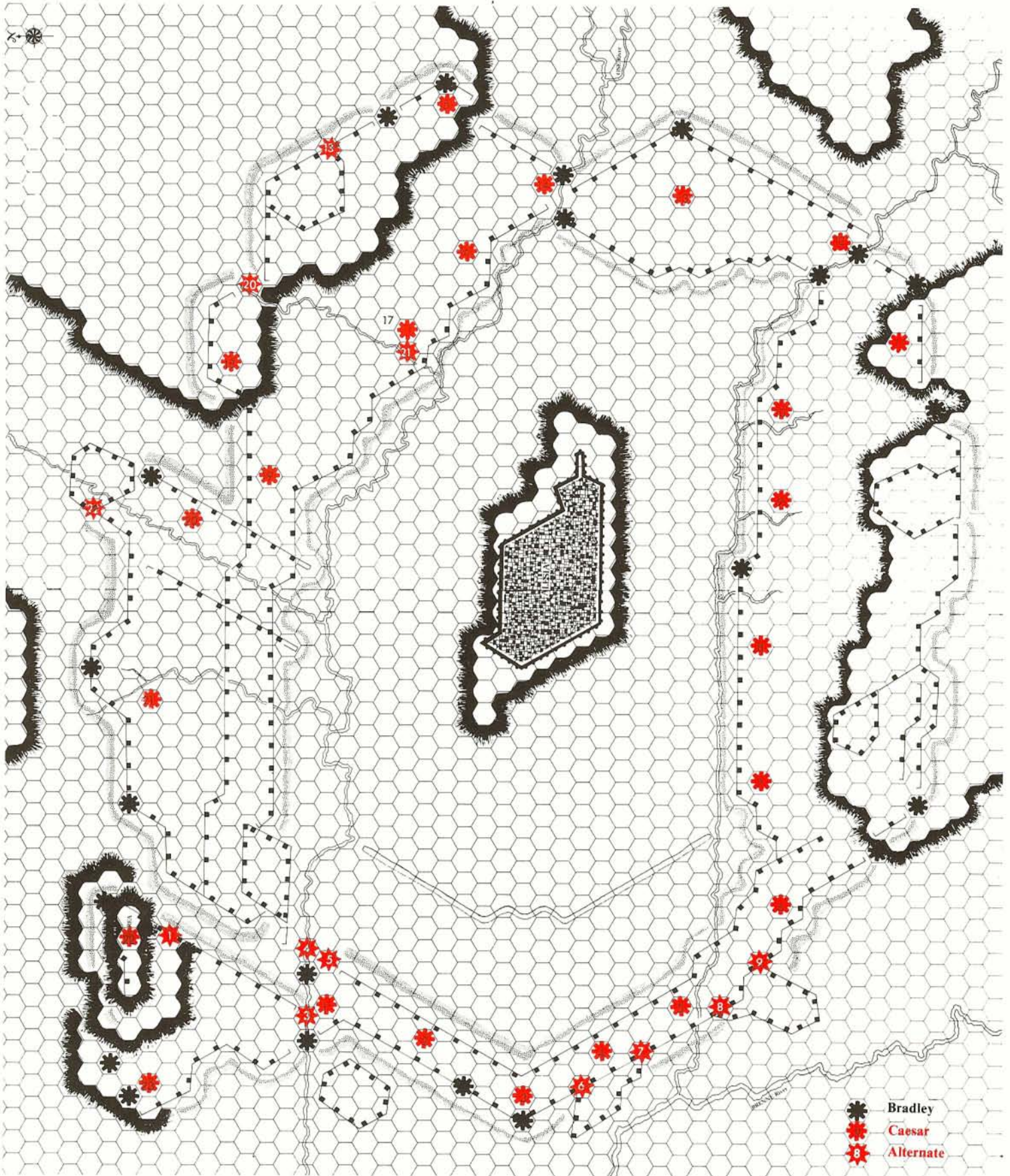
Clearly, there are fundamental differences between Caesar's fort deployment and my favorite set-up. There is something to be said for both types of set-ups. Caesar's, as noted above, is very effective in loosely creating a third (intermediate) defensive perimeter between the inner and outer ones. On the whole, however, I feel for three reasons that my set-up is superior in the context of the game. First, it is important for the Roman player(s) to bridge the several rivers which break the perimeters at various points; if this is not done, Roman mobility in responding to crisis areas will be greatly reduced. Second, isolated forts built in the open can be avoided by the Gallic forces and, if not, are less easily defended than forts placed on perimeter or camp ramparts. Third, and most important, it is crucial for the Roman player(s) to inflict the heaviest possible losses on the Gallic relieving force before it can break across the outer perimeter, and also to beat back such assaults if at all possible; forts placed at potential weak points on the outer perimeter are invaluable for these purposes.

The fort placements in red are yet another variation of suggested initial fort placements as suggested by the game developer (Don Greenwood) and a major playtester (Dale Wetzelberger). Their placement illustration and commentary is limited to those hexes not considered by either myself or Caesar.

Fort 1 is intended to anchor the flank of the perimeter ramparts on Mt. Rea so as to form a temporary second line of defense when this position is taken from the west, as it inevitably is. After a turn or two of token resistance here, the Romans can fall back across the Outer Works to yet a third line of ramparts in Area IV.

Fort 3 links the ramparts in this sector and bridges the river behind the initial line of defense as well, backing up the defense of my fort hex, which can be held almost as strongly from the adjacent ramparts to either side. 4 and 5 obviously are intended to both bridge the river, connect the inner perimeter ramparts, and generally buttress what is usually considered the biggest natural weakness in the Roman circumvallation.

Forts 6, 7, 8, 9, 22, 23, and 13 serve a different function. By placing forts on joint camp-perimeter ramparts hexes, you prevent a lost camp perimeter



from being the tumbling domino that sends the whole perimeter cascading. For example: assume the Gauls have taken the camp rampart in Zone I and occupy hex A. Romans on hex B would no longer be doubled in defense. Of course, the position

can still be held by occupation of hexes C and D as long as the Roman player keeps his wits about him, which is not easy when marshalling and facing this many units. This sort of placement merely guards against careless mistakes—any one of which will

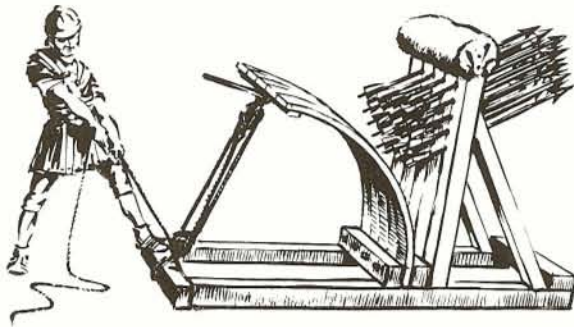
prove fatal to the Roman. Those who feel they can command perfect play throughout need not concern themselves with such safeguards and can save their forts for other locations.

Continued on Page 27, Col. 2

MANNING THE RAMPARTS

Roman Defense in Caesar

By Thomas Hazlett



When I first ran across the game called *ALESIA* several years ago it immediately impressed me for its interesting situation, high excitement level, and close play balance. Therefore I was somewhat surprised when reviews of the game appearing in many of the mimeograph magazines of the time, while mentioning the first two qualities and praising the game overall, generally indicated that the Gauls had a definite edge in play. This latter observation was contrary to my experience, which admittedly was limited to a small, but I think reasonably capable, group of players. Our games were always very close, but won by the Gauls less than half of the time and often only as a result of a major, and avoidable, tactical blunder by the Romans. If I had to designate the side with an edge I would have picked the Romans.

During the playtesting for the Avalon Hill version of *ALESIA* (ne: *CAESAR*) I voiced the opinion, a minority one I think, that the game was balanced as it was and changes should be kept to a minimum. Thus I was pleased when the final result, while eliminating the ambiguities of the old rules, made few changes in the substance of the game.

One necessary change, an adjustment in the map to conform to a standard board size, involved cutting four rows of hexes from the southern edge and adding one to the west. This change is of a minor benefit to the Gauls as it brought several hexes of the southern ramparts within one move of the edge of the board, and enabled the Gauls to put greater pressure along the entire southern edge. The addition to the west is probably also a benefit to the Gauls, as it gives them a little more room to maneuver. These changes were somewhat compensated for, however, by the only terrain change, the shrinking of the fort in area V to regularize the Roman perimeter. The Gauls were also hindered by the rule making their movement from Alesia and from off the board subject to stacking limits, where under the old rules the entire Gallic army could appear on one hex and move their full distance, but this is balanced in turn by allowing the Gauls to retreat off the board if necessary, which was formerly prohibited.

The two most important changes, however, were of significant benefit to the Romans. The archer and engine tables, although toned down slightly from the playtest version, remain almost twice as effective as the original tables, which had no *disrupt* results! This result is often more devastating than an *elimination* as the disrupted unit may prevent the desired attack, while there are usually reserves to replace any eliminated unit.

The other significant change is the addition of seven new counters to the Roman army. The five Numidian infantry counters are valuable in shoring up weak spots, providing cheap soak-offs, and manning fort artillery, freeing combat units for front line duty. While the Roman player should be extremely hesitant about exposing Caesar to harm, both he and Labienus can make the difference in a

crucial attack with their presence causing great morale benefits for nearby troops.

Despite these changes, many early comments on *CAESAR* have still been to the effect that the Gauls have a big edge. I suppose I should not be surprised at this reaction, for in this era of a game of the week many players never look beyond a first impression of a new game, and at first glance the Gauls do look mighty impressive. They have a 2-1 superiority, and can strike suddenly at any point, while the Romans have to defend a seemingly endless stretch of ramparts against attacks from both inside and outside.

Upon closer examination, however, the Roman outlook is much more favorable. I do not mean to suggest that the game is a lock for the Romans, but given a reasonable familiarity with the game I think both players will find it an exciting, well-balanced contest which will be won by the side which avoids tactical errors.

I suspect that many players, looking at the board and the Gauls' numerical superiority, immediately conclude that the only hope for the Romans is to man the walls as strongly as possible and remain on the defensive, falling back when the Gauls gain a foothold on the ramparts. Such a policy will nearly always be fatal, as Gallic losses will be minimal once past the outer works and the Romans will soon run out of room to retreat. The combat results table is a "push" rather than a "kill" table. The attacker cannot really be hurt. Thus if the Romans leave the attacking to the Gauls their numerical superiority will eventually create gaps in the Roman lines through which Vercingetorix could walk. For this reason the Roman, if he is to have a reasonable hope of victory, must counterattack vigorously whenever the local situation permits. The Romans can in many cases not only stop an assault but drive it off the board with heavy losses.

I can hear the cries, "But if the Romans leave the shelter of their ramparts the Gallic 2-1 superiority will crunch them." Not so. First let's see if the Gallic advantage is really 2-1. The Gauls have 306 factors in Alesia and 954 on the outside, for a total of 1260. The Romans have a total of 651. The forces in Alesia are subject to a delay in moving however, and then are at least two turns away from all but one small part of the defensive perimeter, so only a very small part of the Roman army will be tied up by the Alesia force during approximately the first half of the game, leaving at least 600 factors to oppose the relieving force of 950. Any attack made by the Gauls will have to go over the outer works, and while every unit will not be subject to its effect, many units will be in jeopardy for several turns. So, as a rough estimate we can calculate that 1/6 of the Gauls will be eliminated on the outer works, leaving about 800. Missile/archer casualties are harder to estimate, but 25-30 factors per turn is a reasonable figure. Thus it can be seen that the Gallic superiority is drastically reduced after the first few turns. When one considers that the Romans are often in doubled

positions and the CRT is not especially favorable to the attacker the Gallic advantage is far from overwhelming, particularly as the Romans can use their superior mobility to concentrate superior forces in critical areas, while still maintaining a viable defense.

The key to Roman success in those critical areas is the 2-1 surrounded attack. *The Romans should generally take every 2-1 surrounded attack available*, refusing only when it would leave Roman units surmountable. Because of the four square advance such attackers will often be able to move back to the safety of doubled positions after combat, but this is not a necessary condition as the Gauls can do little damage at less than 6-1 unless they can surround their adversary. The advantages of a sure kill of Gauls far outweighs the risk of a DE from a Gallic 4-1 next turn, and frequently the Gauls won't fare that well.

Conversely, unless the situation is really desperate *the Romans should never make non-surrounded attacks at less than 4-1*. There is little to gain from such attacks, and a single AR result can be fatal as the Gauls can often use it to open up a hole in the line or place the attackers in poor defensive positions.

Such advice is not akin to saying never to attack at less than 3-1 in *STALINGRAD*. 2-1 surrounded attacks will be possible, many of them, virtually every turn. Any Gallic assault will have flanks, which may be vulnerable—especially if protected only by cavalry. A 6-1 against the cavalry may allow an advance which will surround Gallic front-line units. Gallic assaults on the ramparts are of necessity at low odds, often even lower than planned because of outer works losses. The frequent AR results will create numerous counterattack possibilities along the front line and the Romans should not hesitate to advance off the ramparts to take advantage of them. Even victories by the Gallic attacks do not necessarily put them in a good position, for if they advance onto the ramparts they often expose their flanks, and if they merely remain adjacent to the walls the Romans can often reoccupy them by finding a weak unit to crush while soaking off against the strong stack. The Romans should not hesitate to use soak-offs where necessary to support a counterattack. There is only a 1/3 chance of losing the unit, even at the worst odds, and the gains from the counterattack should be much greater.

If the situation arises, as it must, where the Gauls gain control of a 2 or 3 hex stretch of rampart a Roman line of 10 factor stacks behind the breach will prevent further quick penetration, giving an opportunity for counterattacks at the flanks. Only when the Gauls can get at least 4-1 odds can they really begin to do some damage, as they then have the potential for a DE and some big advances. With the Romans concentrating troops for counterattacks often there will be insufficient troops to

adequately form such a strong line to cover a 2-3 hex area. In this situation a "prevent" defense of a sacrifice unit with a second unit behind it to prevent Gallic advances is the best solution. The Roman player should not be concerned about the units he loses as a result of this tactic. The principal cause of Roman casualties may well be soak-offs and sacrifice units, but every factor lost in this way delays the Gauls and costs them many more casualties from missiles, the outer works, and 2-1 surrounded.

After saying how easy it is to kill Gauls, I now have to admit that the Romans cannot really hope to consistently defeat and drive them off the board, although I have seen it happen. If that were the victory conditions the Romans would lose an overwhelming majority of the games. However, the above tactics are really just a suggestion of the best way to delay the Gauls. Killing lots of Gauls certainly makes it more difficult for them to launch effective attacks and create a hole through which to spring Vercingetorix. Given no time limit they could free him nearly every game, but they have a 12 turn limit, and their superiority, as we have seen, is not so great as to enable them to walk through the Romans in that time.

Actually the Gauls have considerably fewer than 12 turns as it will take Vercingetorix 3 turns to reach the south and east edges and 4 turns to exit from the north or west, necessitating his leaving Alesia no later than turn 9, but waiting that long will usually be fatal as it limits his potential escape route to a very narrow area, which every Roman on the board will rush to block, knowing that Vercingetorix will have insufficient time to change direction. Thus the Gauls almost have to create a breach in the Roman lines by turn 5-6 to have a good chance of victory, and the relieving force may have to do this alone as the Alesia force often cannot even move until then.

When the Alesia force does move out, it should receive the Roman's full attention and should be counterattacked in preference to the relieving force, other considerations being equal. After a few turns of missile fire, outer works and counterattacks the Alesia force may well be eliminated as a serious offensive threat.

Because of its distance from the Roman lines any threats by the Alesia force can usually be met easily. Only in the south can they reach the outer works in one turn, so the Romans must station 4-5 units there. Elementary planning should be sufficient to keep an adequate defense force within one move of any threatened areas. In the north it is often wise to defend the river rather than wait on the walls as the movement delay it causes can seriously hinder Gallic attempts to take advantage of any initial victories. Roman cavalry lurking around the isolated trench tends to make Vercingetorix very nervous as it can rush out and kill him or surround front line troops fighting on the outer works. As a result much of the Alesia force is deployed as bodyguards and flank protection.

Other than the comments already made it is difficult to give tactical hints for *ALESIA*. The scope of the game does not enable one to make specific suggestions such as "On April 11 move the 21st Panzers to M21." The most important item to worry about is tactical positioning of troops to prevent their being surrounded, while taking advantage of such mistakes by the enemy. It is very difficult to kill on this CRT without surrounding the attacked unit, as high odds attacks are rare. The Romans must also be aware at all times that units in forts do not have zones of control, thus they will often need friendly units nearby to maintain a solid line.

Initial placement, except for forts, may be less important in *CAESAR* than in any other game. Most units have the same value and can circle the

board in 4-5 turns, so the Romans should have little problem meeting any offensive threat, providing its forces are distributed fairly evenly. The Romans should not put an unusually strong defense in areas 1, 2 and 10 to discourage early Gallic attacks. On the contrary, they should welcome first day assaults. It takes a lot of pressure off the northeast half of the board, as it takes the Gauls several turns to get there. Gallic casualties from a first day assault usually are sufficiently high to prevent the Gauls from launching a sustained assault the second day.

In planning the rampart defense an effort should be made to prevent 3-1s, at least. Only walls that can be attacked the next turn need actually be garrisoned, but sufficient forces to man the others should be within a turn, of course. I suggest that the 4-7s and 6-8s be distributed throughout the perimeter rather than stationed in one area, as having different valued troops in an area often enables more efficient use of the force available. The 2-9s and 2-15s can be useful in garrisoning forts two or three squares behind the front lines to operate their artillery, as sacrifice units, or to provide those crucial extra factors in the line. Stationing them behind gaps in the outer works enables cavalry to threaten 2-1 surrounded counterattacks along a wide front. Archers-slingers should also be dispersed throughout the line. They should be stacked with stronger units and should generally not be placed in forts as the Gauls will tend to avoid such strongpoints and the fire potential will be wasted. They should of course be rushed to the scene of fighting as quickly as possible, rather than waiting in garrison.

After the first assaults, when most of the Gallic army is on the board, minimum garrisons should be kept in the unattacked areas while reinforcements should be rushed where the threat is strongest. However, the Romans must be careful not to over reinforce an area and stop an assault only to have it switch directions and punch a wide gap in the lines at the next area. Only experience will enable a person to tell how much force is enough to stop a threat. If the Gauls do achieve a link-up between interior and exterior forces the Romans should by no means give up. The Gauls still face a very difficult task in keeping that gap open long enough to get Vercingetorix out. A successful counterattack could close it or cause a detour sufficient to run out the time limit. A well aimed arrow could find Vercingetorix. Take another look—there may not even be a gap. Is there a field of fire from a fort? Vercingetorix cannot enter it. (If you were stupid enough to take the Romans and agree to that optional rule you deserve whatever happens). Vercingetorix also dies as soon as he is in a Roman zone of control. Thus the Gauls have to create a huge gap to guarantee his escape. All it takes is one attack in the right place to win the game.

In the final analysis, the superior tactician, Roman or Gaul, will win the vast majority of the games.



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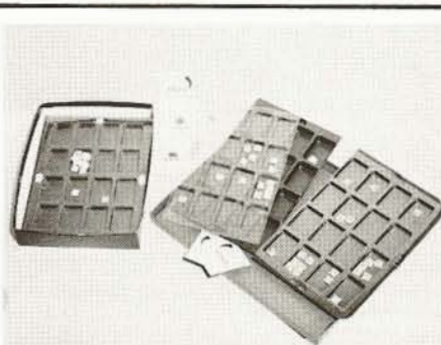
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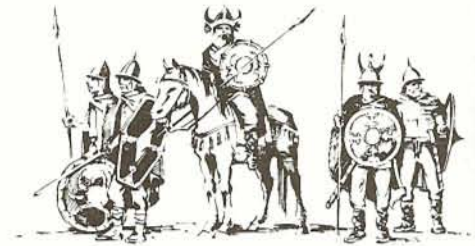
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BREACHING THE RAMPARTS

Gallic Assault Strategy In CAESAR

By Thomas E. Hilton



Like Hazlett, Thomas Hilton was a member of the AH playtest panel for CAESAR-ALESIA. Unlike Hazlett, however, Hilton thought the game was largely imbalanced in favor of the Gauls—a theory he still subscribes to. Judging these conflicting by-mail playtest reports against our own experiences was the toughest task faced by the game's developer in what otherwise was a remarkably smooth development program.

Patton's favorite method of attack was predicated upon gradual commitment of force with flexibility always maintained and can be described as follows: in order to attack we will have to pretend to reconnoiter (or feint), and then, depending upon what is revealed about the enemy's strengths and deployments, reinforce the reconnaissances, and finally put on the main attack achieving superiority at the decisive point. Patton called this "rock soup", based on the old tale of the mendicant man who gradually solicited ingredients to "garnish" his meal of hot water and stones until he eventually had a full dinner.

Patton's strategy can be utilized to considerable advantage by the Gallic player attempting to get Vercingetorix out of the besieged Alesia and off the mapboard (note that this is the *only* condition of victory over the Romans). As Vercassivellaunus, the most effective relief-force commander, the Roman defenses must be probed and prodded. However, feints should not lack the malleability to exploit weaknesses and be reinforced. *The Roman must be burdened with as many threats as possible.* Only in this way can he be stretched thin enough to permit viable breakthroughs, and once the ramparts are stormed, and counterattacks beaten off, the Gaul is in excellent position to overwhelm the defending cohorts and open a passage for Vercingetorix.

Although all the tribes of Gaul were "Celtic", those in the northeast were known as Belgae, while the majority were Celtae. The latter comprised the Alesia army, while Vercassivellaunus' (et. al.) force was a mixture of the two. To avoid confusion in referring to the two armies, this conglomeration will henceforth be stated as the "Gallic" force.

Prefacing a specific consideration of strategy in CAESAR, we should look at certain sententious maxims and concepts which can be quite helpful. First of all, the Gaul must maximize his advantages while minimizing those aspects that benefit the Roman. For example, attacks must be maintained on as wide a front as possible; this will force a concomitant response by the Roman who will be unable to mass his units into three-high stacks, thus achieving tactical superiority. Additionally, wide-front assaults make the outflanking of units more difficult—this being especially relevant to the Gaul as 2:1 attacks by surrounding Romans result in elimination.

The Off Board Movement Chart must be utilized efficiently. As speed is often crucial, the

Gaul has to know where he's going and not waste any turns. Eschew the vacating of any areas as only one unit can keep the Roman guessing as to the deployment in a given OB area.

Deprive the enemy of his freedom of action by having alternate objectives (the rock soup method assures this), and use the minimum force necessary for maximum concentration. This is a paraphrasing of the hopefully pellucid maxim, "concentration is the product of calculated dispersion". In other words the Gauls' greatest advantage is not in numbers, it is in a strategic *position* that is ideal. Its brilliance is manifested in its ability to force the Roman to defend almost two entire fronts against an enemy whose location is unknown at first, and then only gradually revealed.

In beginning the conflict, Vercingetorix must first realize that his is, by limited numbers and weak units, an ancillary role and the burden of attack falls on his cousin Vercassivellaunus and the main Gallic force. The Celtae in Alesia are a vital part of the army of Gaul, however, and improper use does make matters much easier for Caesar. The Celtae are to be divided into 3 main sections: 2 strategic battle groups of 40% each, and an escort/reserve to accompany the king outside the town. *Both* groups should be out (approximately turns 5 and 6) before Vercingetorix and his escort move against the weakest Roman sector.

The Gallic deployment is naturally more complex. As Vercassivellaunus, split your forces into 4 sections: A—35% (some 55 strong units) of the total, B—the same, C—a diversionary group of 20%, and D—the off-board/exploitation section. It is readily seen that A and B are the mailed fists of the assault, and that C is still capable of more than a feeble and diffident attack on the ramparts. D is somewhat cryptic in comparison. It will be explained later.

Excluding section D, there are 3 forces the Gallic player has at his disposal. Under no circumstances are all 3 to be found in only 3 off-board areas. This would be an inefficient use of available force in that it is impossible for *all* the off-board units to reach the outer works hexes adjacent to their respective zones. More than one turn is required for this so it behooves the attacker to do the following: keep at least a dozen units in adjacent zones so as to reach more Roman hexes or to continue off-board movement and/or support the initial attack by the bulk of its section. The Gallic player is not benefitted at all by having units waiting idly behind the works; if a unit can't reach the ramparts keep it off the board. The obvious exception is when much ground has to be traversed as in the case of areas I and VI. Following the punctilious advance of a dozen or so weak units on the second turn against the works to activate "Gallic Attack Coordination", the sections should continue to remain off the board, and therefore stretch the legions until by the beginning of the fourth turn section A is as far as

area IV, and B and C are in areas VIII and IX, respectively. Already three-quarters of Caesar's line of circumvallation is being threatened, and the Celtae are ready to launch a sortie against the ramparts of the countervallation. And Caesar still has no idea where Vercassivellaunus' Gallic army is on the off-board movement chart.

With the above deployment areas I, II and X are vacant of any units from the main sections. It is here that the auxiliary section D comes into use. Approximately one dozen weak infantry units and less than 10 of cavalry (the rest of the mounted troops accompanied in equal proportions the assault sections A, B and C) comprise this force. Although only one unit would be sufficient to keep the Roman guessing, the picaune expenditure of a baker's dozen units in addition will cause the Roman significant annoyance. Caesar will now have to garrison *all* his forts throughout the game and not be able to totally denude areas as the Gauls' sections commit themselves. Failure to do this will result in the crucial destruction of all but a handful of forts by either attacking or occupying units. Even weakly held forts can be assaulted with some chance for success. Owing to their firepower and movement advantages, the loss of more than 50% of his forts in the first phase will prove extremely critical for Caesar in the second. Finally, having a viable D section always threatens the Roman with outflanking along the ramparts and beyond.

Turn 4 should witness an attack by one section against any weakly held portion of ramparts. "Weak" is defined as any non-works series of hexes, ramparts lacking missile or fort cover, and/or a defending line of *adjacent* cohorts. As the Roman will have to be "soaked-off" the ramparts the latter condition greatly facilitates this maneuver, unlike a line with *alternating* occupied-vacant hexes. All things being equal, however, the initial attack (or feint or diversion) should come from the section which has made the least off-board movement and is nearest to another section. Therefore C section should assault (*not probe*) the southeastern part of the board, while the first section from the Celtae move in an opposite direction to the northwest, and thus keep the likelihood of support from A section in the north open. One has to consistently look ahead for mutual support. Needless to say, the above movements are hypothetical and meant to be didactic, not as a rigid set of procedures. On the following few turns the bulk of the Gallic army is to be added to the battle resulting by the end of the sixth turn in successful stormings of the ramparts in two areas, less the attacks of the units from Alesia.

Subsequent to the sixth, the next four turns are crucial. Vercingetorix has to leave Alesia no later than the tenth turn to have any expectations of getting off the board. In fact the ninth turn is safer. However, in these three or four turns Caesar will remain unaware of the direction Vercingetorix will

take and hence will have to maintain defensive lines in open terrain against overwhelming enemy opposition. It is here that the Gaul can avenge the heavy losses he must suffer to take the ramparts. In addition D section can take forts and run rampant in areas where the cohorts have been withdrawn to meet the main attack. And of course if the Roman is woefully careless Vercingetorix can move off through those areas. Only after Vercingetorix has been committed can the legions defend themselves with success as those too distant from that threatened area can close into a self-defensive position, as they need no longer worry about maintaining lines of contravallation around the town, and seek only to survive (to fight again phase 2). All that can conceivably be done strategically to facilitate the exit of Vercingetorix has now been done.

The Gaul is benefitted greatly in the second assault phase, presuming of course that the Gallic leader is unable to escape in the first, if he has exercised a certain presence in his previous plannings. Although a determined, concerted effort to free Vercingetorix in the initial phase must be sought, one must look ahead and realize that the more Romans destroyed and the more forts taken will improve opportunities in the next.

During inter-phase, a count of the first day's losses should reveal that the Gaul has suffered casualties of a most sanguine nature. Over a third of the Celtae and Gallic forces have been destroyed; mostly on the works and by missile fire. The Roman has not only suffered far fewer numerical losses, but nearly five percentage points fewer *proportionally*. Caesar has additionally been deprived of about 2/5 of his forts. In other words, Caesar has lost 30% of his force, 23% cohorts, and 9 forts. These figures are not to be construed as arbitrary guesstimations, nor inflexible writ. They are good, logical figures which can lead to a basic conclusion: Caesar *will* lose fewer units proportionally than the Gaul, but a player of some expertise can keep those proportions reasonably close. If both sides suffer heavily who will benefit most? The answer is obvious to anyone with strategic sense.

By turn 3 of the second phase large Gallic units can be virtually anywhere on the OBMC threatening Caesar's entire line. As a result of his losses the Roman will have far fewer reserves *and* be considerably slowed down by the loss of forts and their bridging ability between ramparts and over rivers, not to mention being deprived of their firepower. By utilizing phase 1 strategy of "rock soup", and now sending units from Alesia on suicide missions to get their Zones of Control on rampart hexes, further retarding the movement of the reserve legions, Vercingetorix and his cousin can achieve "maximum concentration against the decisive point". More importantly, they can hammer through the legionary lines a corridor for escape. It will be a tough fight but an expert player can do it more times than not. But in 52 B.C. it was not to be.

The surrender of Vercingetorix and the capture of *Vercivellaunus* marked the end of all but futile resistance to Roman rule. The sack of Rome in 387 B.C. by the Gauls was avenged and *Gaetachd* (as it was known to its inhabitants) became a Romanized province. The stage was set for (after the fall of Imperial Rome in five centuries) the invading Franks to split into two groups: those living in civilized Gaul and those in the barbarous land of Germania across the Rhine. The migration of the (lower) Saxons to the land of the Brythons can be considered a result of Caesar's victory. As for Caesar, he became *dictator perpetuus* one year after Vercingetorix was publicly strangled in Rome. *Vae victis!*



TRC The Second Time Around

By Richard Hamblen

Well, the second edition of *THE RUSSIAN CAMPAIGN* is out, and I'll bet you're wondering what we changed, and why. Most of the "changes" are just rephrasings, repeating rules that were previously mentioned only on the charts or board, or spelling out rules that were implied in the first edition.

There have been a few real changes, however, and this article will explain exactly what was changed—and *why* it was changed. Some clarifications are given, also—and a discussion about exactly which tricky tactics are legal in the game.

Since the numbering system is the same in the second edition as it was in the first edition (except for a few added rules), we'll deal with the new rules in the same order that they appear in the rulebook and each rule's identification number will be given. So:

THE CHANGES

(10.1) A unit that cannot move during an impulse cannot use sea movement (nor rail movement) that impulse. If a unit appears as a reinforcement on an impulse that it cannot move, then that unit cannot use sea movement (nor rail movement) to enter the board.

This could have been inferred from the first edition of the rules, but it's worth spelling out. The whole purpose of the second-turn restriction on some units' movement is to reflect their lesser capability to move and attack; it would make little sense to give them the capability to function both impulses, like superior-quality units, when they happen to be near bodies of water!

(10.8) Each time that a unit *attempts* a sea move it counts as that turn's sea move in that body of water, whether that attempt succeeds or not. Thus, if a unit is lost in an attempt, that uses up that side's sea move in that sea for that turn—you don't get to keep trying until somebody makes it! Similarly, an attempted invasion counts as an invasion, successful or not.

This is just a common-sense extension of the rules in the first edition, but it is worth stating explicitly.

(10.9) On the first impulse of the game, all Axis units must set up on the board, so there are no off-board units to use sea movement in the Black Sea. (The Axis doesn't have a Black Sea port at the start.)

This is directly implied by the set-up rules, but it is important—Rostov is a tempting target—so we spelled it out this time around. Incidentally, there *is* a way that the Axis can (possibly) invade on the *second* impulse—but for that you have to look at the "TRICKY TACTICS" section of this article, below.

(11.2) BIG CHANGE! The Hitler and Stalin counters now have a movement factor of ZERO—they CANNOT MOVE except by rail movement (first impulse) or sea movement (either impulse). If forced to retreat, they are eliminated.

This is a definite change, and there were two reasons for it. In the first place, the Hitler and Stalin counters represent each side's High Command, including staff, escort, etc. (If you were nurturing

visions of Hitler or Stalin packing his bags and vanishing into the mountains behind a false beard, forget it—in the first place, there's no reason to think they ever would have done any such thing—after all, Stalin stuck it out in Moscow, and Hitler stayed in Berlin as if he were glued—and in the second place, the 1-point combat factor on these counters certainly argues that they represent somewhat more than one desperate dictator toting a luger—and finally, if they *had* tried to vanish into the woodwork, they certainly would be a less obvious target than the counter is—after all, many Nazis did vanish into the woodwork successfully, notwithstanding the armies that overran their actual physical locations.) These High Commands were *not* equipped as mobile units, and in fact, depended heavily on rail nets to support them and their equipment. They should *not* be able to gaily prance through the mountains, thumbing their noses at struggling pursuers.

Even worse, as high-speed mountain units, these counters made excellent attack units—Stalin was the fastest Soviet unit *and* the only Russian mountain unit! As such they became a natural choice to *lead* the attack! I mean, Hitler waving his pistol as he leads the storming attack across the mountains near Kalinen, undoubling rivers as he *leads* the attack?!

That's why this rule was changed.

(13.8) BIG CHANGE! An attacker may always choose (before the die is rolled) to execute an attack on a *lower* odds column than the odds column indicated by the actual combat strengths involved. For example, he could elect to execute a 5-1 attack as if it were a 1-1' a "3" would cause him to retreat. Similarly, he could elect to execute a first-impulse 10-1 attack as if it were a 7-1; it would no longer be an automatic victory; he would have to roll on the 7-1 column, but the attacking units could attack again on the second impulse.

The first reason we made this change is: there was a lot of confusion (why, I don't know, it all seemed so clear to me) about what happened in the first edition when you resolved a 10-1 attack as 7-1. In this edition, it is just a normal 7-1, no automatic victory.

The other effect of this change is to allow an attacker to slip past an objective (maybe) without seriously attacking it. For example: you have a first impulse 10-1 against a Russian blocking unit, but you don't want to eliminate the Russian, just get past him. So, you choose to resolve the attack at 1-1—if you're lucky and roll 3 or less you can retreat *forward*, gaining two extra hexes of movement and allowing your units to attack on their second impulse.

This is *legal*, it is *not* "sharp practice"—it is meant to simulate the tactic of screening an enemy strongpoint and "sliding past" it, rather than assaulting it head-on. This was an important tactic during the Russian Campaign, and is included on purpose.

(14.4) Units in woods simply do not retreat after combat, regardless of the combat result. Surviving defenders in woods do not retreat on "DR", "EX", or "DI" results; surviving attackers in woods do not retreat on "AI" or "AR" results.

This is an extension of the rule and example in the first edition. It makes common sense to say that if units in woods do not retreat in one combat result, they do not retreat in any combat result but if we meant that the first time why didn't we say so? Now we have said so: they don't retreat. Notice that this is *not* voluntary—they do not retreat even if they want to. They can move away normally on their turn, of course, but they do not retreat after combat.

(15.3) Stukas can attack any Military District in range on the first impulse of the game.

(17.21) When stacked units are halved due to lack of combat supply, each unit in the stack is halved and rounded up separately. When halved units are doubled due to terrain bonuses, it is this *rounded* factor that is doubled, so a 5 would round to a 3, which, when doubled, would defend with 6 factors.

This spells out rules that were not explicitly stated in the first edition. The combat supply rules were included to seriously weaken the Germans in winter, rather than to set them up for annihilation so they get the benefits of rounding up, rounding separately, and doubling the rounded number. In particular, the 3-4 German infantry corps need all of these advantages or they are ridiculously easy to dislodge from almost any position in winter.

(17.4) Supply lines traced at the end of the second impulse must run to a friendly city, to a rail line that runs to a friendly city, or to a rail line that runs off a friendly edge of the board (without passing through enemy ZOC or cities). In other words, a unit may trace its second-impulse supply line off a friendly board edge instead of to a city, as long as the supply line runs off the board along a friendly rail line. Russian supply lines may go off the east or south edges, Axis supply lines may go off the west edge only. Neither side gets supply from the north edge.

It certainly makes sense that units should be able to get supply from their rear areas even when those units happen to be near a board edge, so the rule was changed to allow supply from board edges. Rail lines in general were crippled in a peculiar manner near the board edges in the first edition, and this was often important during play—particularly in Hungary or along the vast cityless Russian board edges. This whole subject is discussed in detail under RAILROADS, below.

Two points: supply lines have to exit the board edge along a rail line; this is because there will be a supply source somewhere along that rail line, but it might not be close enough to the board edge for a cross-country supply line to reach it. The second point: it's not clear that the Russians really deserve a supply source off the south edge (the Caucasus), but the layout of the terrain on the mapboard requires that they have a supply source down there or they are critically limited when they try to recapture that area, or defend it with their backs against the edge. Such a limitation would be very ahistorical—and plays strangely as well—so we gave them the benefit of the doubt.

Final note: cities are sources of supply even if they lack a connection to a friendly edge. This supply is allowed simply because it causes the game mechanics to work exactly right; pockets (like Stalingrad) can survive behind enemy lines, but they are very vulnerable to enveloping attacks; forces can be pocketed along an advanced rail net and still survive without worrying about the disastrous incursion of a single enemy unit along the spare rail lines (either the board or the rules, or both, would have to be complicated enormously to make board-edge supply work out reasonably); etc.

(19.1) IMPORTANT CHANGE! Partisan counters can be placed only in Axis-controlled cities or in rail hexes between Axis-controlled cities!

This was changed for two reasons: first, the old criteria "behind German lines" was somewhat ambiguous and needed to be changed anyway; and second, we wanted to minimize the tactic of placing partisans along rail hexes in the front line, where they could form an AV-proof blockade for one Axis impulse. The rule as now written should keep the partisans back in the Axis rear areas, where they belong.

Otherwise, partisans are placed as before—in Russia, not in Axis ZOC nor within 5 hexes of an SS unit, etc.

(*Embarrassing admission:* a line got left out of this rule when we were putting together the second edition, and suddenly it is not at all clear that partisans have to set up out of Axis ZOC and more than 5 hexes from an SS unit. Nevertheless, PARTISANS CANNOT BE PLACED IN AXIS ZOC, NOR WITHIN 5 HEXES OF AN SS UNIT! This rule is STILL in effect—it's necessary. If you want to address any appropriate comments to AH, please speak softly, or we start snarling at each other or start crying.)

(19.2) Partisans have ZOC in the hexes they occupy, only. This is a normal ZOC for all purposes—blocking rail lines, stopping movement, etc.—except it does NOT count toward controlling a city. In other words, a partisan by itself cannot control a city.

Common sense doesn't clearly indicate that partisans should be prohibited from controlling cities, and the first edition of the rules didn't address the question, so we make it clear: they can't. The play of the game would be ruined if the Russians could start full scale insurrections in the Axis rear at will.

(19.3) Partisans in Axis ZOC or within 5 hexes of an SS unit are removed at the end of movement during each Axis impulse. This avoids using partisans to block Axis retreats from combat—another questionable tactic that was not clearly forbidden in the first edition.

(20.1) All reinforcements and replacements *must* arrive on the impulse indicated—they cannot be held off the board. This had to be included to avoid confusion among players familiar with other games where reinforcements can be held back.

(20.2) Reinforcements (and replacements, since the reinforcements rule governs replacements) may be placed on the board *any time* during movement on their impulse of arrival. (This rule has also been rephrased to list the ways that units may arrive on the board—by sea movement if they have movement on their impulse of arrival, by rail or by placement at no movement cost in a friendly edge hex.)

In practice, this "change" (the exact arrival time was not specified in the old rules) affects only the sea movement of arrivals. It allows ports to be captured during movement and then help (by subtracting from the die roll) the sea movement of units arriving that impulse. This was done to keep the sea movement rules the same for on-board units and off-board units—in both cases, sea movement can be done any time during movement.

(20.6 and 20.7) Axis units arriving at Bucharest or Warsaw are subject to the same limitations that govern Russian units appearing at named cities—the units *must* arrive at the named city, (even if it is surrounded), unless they would be forced to violate the stacking rules at the end of that impulse's movement (or the city is in enemy control).

This rule just makes it clear that the same rule applies to Axis and Russian units. Admittedly it can be peculiar to have units pop up in surrounded

cities, but presumably their component parts were already there but tied down to garrison duties.

Another point that is explicitly stated now: these garrisons can be triggered only *after* their date of availability (the old rules really say this, but evidently some of you folks didn't believe us), and triggered units arrive on the next Axis first impulse. Thus, Russian units have to be near Bucharest in '43 to trigger the '43 garrison, and in '44 to trigger the '44 garrison.

(20.8) Just explains the withdrawals that are indicated on the Axis OB card, with some explanation of restrictions that make sense but weren't stated.

The indicated corps—two panzer (SS if possible) in May '44 and one of any type in March '45 and another of any type in '45—must use normal movement, retreats, sea movement or rail movement to move off the board on the indicated impulse. The units must actually move off the board—they do not just pop out of existence wherever they happen to be. They also have to make it off the board—units that are "lost at sea" are just lost and do *not* count as having withdrawn.

What happens if the Axis player doesn't withdraw the units on the impulse listed, you ask? The Axis player LOSES, IMMEDIATELY!

(21.2) Axis HQ units are replaced during the *second* impulse of a replacement turn. This takes care of all the questions about appearing with Stukas, using sea movement first impulse, etc. They appear *second* impulse. They still can't use RR movement.

(21.4) The old Axis replacement rules were clumsily phrased, so we changed them so that it is now clear what is going on.

Points to ponder: different nationalities of units cannot be swapped for each other; a Rumanian panzer grenadier must be replaced as a Rumanian unit, not as a panzer grenadier unit. Another point: notice that the German 1st calvary corps is never replaced. Finally, the Luftwaffe ground units—the 2-3 infantry corps and the Hermann Goering panzer corps—are automatically replaced, like SS units.

The only real change concerns the Luftwaffe units; otherwise the rule just states things that were implied before. The Luftwaffe units have been put in the same category as SS replacements because: 1) they had to be mentioned somewhere, which they weren't in the old rules, and 2) in fact they had priority in being rebuilt, just like SS units did.

(21.5) As indicated on the German OB chart, Italian replacements stop from 1943 on and all Axis replacements stop after 1944.

(21.6) If the Axis player is entitled to replace a German unit but cannot because no unit of that type is in the replacement box, he may replace a 3-4 German infantry corps in its place. He may replace a 3-4 for each of the following non-replaced units: a German 5-4, German 4-4, German mountain unit, German panzer grenadier, and one 3-4 for each German panzer corps not replaced. The German player may *not* substitute a 3-4 for non-replaced SS, Luftwaffe or minor Axis ally units.

This rule just spells out things that were only implied before. If the German player runs out of German 3-4's, he just loses the extra replacements; he should be so lucky.

(22.4) A Russian Guards armored corps counts as an armored corps, *not* as a Guards corps; he can replace a Guards armored and another Guards corps the same turn, but he cannot replace a Guards armored and another armored corps.

(22.6 & 22.8) Everything you wanted to know about Archangel, but had to find on the Russian OB chart, Archangel generates replacements each Russian first impulse from January 1942 to November 1944, inclusive, *provided* that the Russian player controls Archangel at the beginning of that Russian first impulse. If the Axis player controls Archangel, the

Russian player loses the Archangel replacements for the rest of that game, even if the Russians later recapture it.

VICTORY CONDITIONS

RUSSIAN CAMPAIGN is a long game, and it can very easily end in a draw. To correct both of these problems, "SUDDEN DEATH" victory conditions have been added to the game, in addition to the old, normal "CAMPAIGN" victory conditions in the first edition. The players can agree to use either set of victory conditions before the start of play.

(24.3) SUDDEN DEATH VICTORY CONDITIONS: Before the start of the game, each player must secretly record a list of objectives, one objective (city or oil well) for each year from 1942 through 1945. Each player must select each year's objective from a list of three objectives for his side that year. At the start of the first clear weather impulse of each year, both players reveal the objectives they chose for that year; if a player controls both his objective and his opponent's objective for that year, then that player wins the game immediately.

This system forces each player to commit himself to making a major advance to capture his own objective city—while at the same time making lesser advances to capture all of his opponent's possible objectives, as well as the objectives that will be important in future years. Failure to take his objective clearly signals that the player's major advance has been defeated—which implies that his campaign has been defeated.

The objectives have been carefully chosen to be about 75% attainable, given a moderately major effort to take them. (The exception is the 1945 objectives, which are difficult to take in order to make it harder for a player who is doing poorly to survive.) Both players have to plan to take all their opponent's possible objectives as well, however, and both players will do well to plan ahead to capture objectives that will be important in succeeding years. The net effect is to cause advances over a wide front, as both players jockey for an increasing advantage from year to year. For the Axis, the big hurdle is their 1943 objective; once past this, it is the Russians who have to worry about getting to their 1944 objective.

Also, the objectives were chosen to reflect the areas that were considered important in the actual campaign. The Caucasus, the Crimea and the Baltic States are all important at one time or another, in addition to the more famous cities of battle—Leningrad, Kharkov and Kiev—and the great cities of Berlin and Moscow. The Germans and Russians can find it very helpful to hold Sevastopol or Kursk.

Finally, among each side's 1945 objectives is the elimination of the opposing leader counter. This is a nice way of encouraging both players to be careful with their leaders—especially since the other 1945 objectives are difficult to take; eliminating an enemy leader can easily win the game in 1945.

THE OPTIONAL RULES

(26.2) Each replacement turn, the Axis player gets an additional German replacement for each SS unit that is in play but is not in the replacement box. (The only exception to this is the 3rd SS panzer corps, in 1943, which does not generate a substitute replacement that year.)

If the uneliminated SS unit is panzer, the replacement can be panzer, panzer grenadier or a 3-4 infantry unit; if the SS unit is panzer grenadier, then the replacement can be panzer grenadier or a 3-4 infantry corps; if the SS unit is infantry, the substitute replacement must be a 3-4 infantry corps.

This rule helps the Axis player, and recreates the effect the SS units had in draining military resources from the regular German army. In addition, it

penalizes the tactic of throwing away SS units in risky maneuvers just because they are replaced free. **(26.6)** All rail lines that exit the same board edge are assumed to connect somewhere off the board, so railroad supply lines and units using rail movement may run off the board edge and re-enter elsewhere along that board edge, provided all the rail hexes are in friendly possession, etc.

There are pros and cons about using this rule. As a general principle, I dislike having important strategic points off the board, where they are invulnerable to enemy action; they have a tendency to counteract the gains that a player can make through diligent good play. On the other hand, railroads did exist, although they seem to have been little used for one reason or another. Many players seem to really like the idea, so here it is.

(26.7) During the first Axis impulse of the game (but *not* during the Russian set-up) treat Odessa as if it were part of the Odessa Military District, Kiev as if it were in the Kiev Military District, Minsk as if it were in the Western Military District, and Riga as if it were in the Baltic Military District. In other words, the appropriate Army Groups can attack these cities, with Stukas, on the first impulse of the game.

This rule makes it possible to recreate Guderian's 1941 move past Minsk, in addition to making Odessa (in particular) pay the Price of a bad Russian set-up. This rule helps the Germans quite a bit, particularly if the Germans keep their eyes on Minsk and most particularly if the Russians make a mistake—at the very least, it removes the irritating invulnerability of Odessa on the first impulse. I strongly recommend it, unless the Russian player is significantly less experienced than the German player—but that's just my opinion.

(26.8) New rule: The Axis player rolls for weather at the beginning of each impulse, and that weather is in effect for that impulse for both players. In other words, weather is rolled for each impulse instead of each turn.

This actually helps the game quite a bit, particularly if "MUD" rolls infuriate you. The weather rolls can be absolutely devastating; having more die rolls brings the luck closer to average during a game and prevents the enormous swings of fortune that can come from one or two disastrous rolls. Now you have three or four disastrous rolls. On the other hand, some folks like disasters—they get your adrenaline flowing.

THE SCENARIOS

You will be happy to know that the scenarios have all been changed; now it is possible to play shorter games dealing with a single campaign or even part of a campaign (some of the Scenarios are only one or two turns long!) or you can link selected campaigns together.

The Scenario system is built around choosing a starting date and an ending date, from among lists of dates given. Each date corresponds with one of the dotted lines on the mapboard; the Russian player must set-up along his side of the starting date's front line, then the Axis sets up and they go at it. The ending date's dotted line is used at the end of the game to determine victory; each player gains victory points for objectives (2 points for major cities, 1 point for minor cities or oil wells) he holds that are on the enemy's side of the dotted line. Neither side gets points for objectives on his own side of the line—in effect, each player gets rewarded only for exceeding the historical campaign.

Different strength levels are given for both sides for each start date, so both sides can start with roughly the strength that was available. Generally speaking, the Russians get varying numbers of armies (no corps—all corps are in the replacement

box and have to be built), and the Axis gets their entire OB up through the start date except for the casualties that are listed for that start date. The changing composition of Axis casualties is interesting to look at, even if you never play a scenario!

The scenario OBs are based on the actual manpower strengths and each arm's OB in the theatre at various times, with a certain amount of juggling to reflect the overall decline in the quality of the Wehrmacht. Particular units could be removed if they were reported as suffering severe casualties, but otherwise the counter mix had to be altered to reflect the drop in effective strength, even though the Germans managed to keep their paper strength fairly constant throughout the war.

For the Russian OBs, the imponderables of unit quality, fluctuating unit organization and some peculiarities of the game's mechanics forced me to be more arbitrary. Rather than try to extract the particular corps from the Army OBs, I gave the Russians only armies for each OB; this also gives the Russians more flexibility, since they can then build the type of army they want from their eliminated units. Corps, with their smaller combat factors, can be built in combination without losing the extra replacement points that might be left over in trying to build combinations of larger units. To a certain extent, the Russians are obliged to set up according to the historical situation—they are obliged to set up along the front line and certain workers that were historically significant must be in specified cities—but otherwise, the Russians may set up freely, allowing the players to impose their own strategies on the historical situation.

A short look at the OBs shows the Russians ranging from 36 armies in May of 1942 to 54 armies—of markedly better quality—in May of 1944; the Axis are dented but not crippled until after Stalingrad. The scenarios include 1942's "Fall Blau", Stalingrad, Kursk, and the Destruction of Army Group Center, and more.

THE VARIANT

Also included in the second edition of *THE RUSSIAN CAMPAIGN* is the "What If . . ." variant printed in the *GENERAL*, Volume 13, Number 4, complete with the variant unit counters. This is included just to simulate the strategic decisions that were made in other theatres but that affected the war in Russia. The big "what ifs" of the war are covered—what if Hitler had not been delayed by the Balkan campaign, what if the substantial mobile forces in Africa had been sent to Russia, what if Hitler had sent the "Battle of the Bulge" reinforcements against the Russians—with the trade-offs that were involved with each decision.

RAILROADS

The railroad rules were changed somewhat and rephrased extensively; they were the most troublesome section of the old rules, but now all should be clear.

Rail lines have two functions in *THE RUSSIAN CAMPAIGN*; rail movement of units and extending supply lines to friendly cities (when supply lines are being traced at the end of the second impulse).

To be used for either of the above functions, a rail hex must meet all of the following conditions: 1) the rail hex must be "in friendly possession"; 2) the rail hex must be out of enemy zones of control, and cannot be an enemy-controlled city; and 3) the rail hex must be connected to a friendly city by a rail line that is in friendly possession, that does not pass through any enemy zones of control, and that does not pass through an enemy-controlled city. *Notice* that if a section of friendly rail line is isolated from all friendly cities by enemy ZOC, enemy cities or enemy-possessed rail hexes, then that section of rail line is *not usable*.

Each side is assumed to have friendly cities off their respective board edges, so if a rail line leads off a "friendly" board edge (without passing through enemy ZOC, cities or enemy-possessed rail hexes), then that rail line is usable. The west edge of the board is friendly to the Axis, and the east and south edges of the board are friendly to the Russians. The north edge is not friendly to either side, so rail lines leading off the north edge are not usable unless they connect to an on-board friendly city.

There is also an optional rule that off-board cities along the same board edge also connect with each other, so units may move between rail lines that lead off the same edge; this is covered under optional rules, above.

The section about off-board cities is one of the changes in the rail rules; essentially, it was done to make the situation around board edges more reasonable. Attacks and defense were constrained in very unrealistic ways when one of the players got pushed back beyond his last city in an area; the situation was particularly bad around the Russian board edges and in Hungary.

The train counters provided in the game are used to indicate which side "possesses" which rail hexes and lines. Each rail hex is always possessed by one side or the other—the last player who met the possession requirements given below. The train counters are always placed in the farthest rail hexes possessed by the Axis player—the Russian player possesses all the rail hexes beyond.

A player can gain possession of rail hexes only during his own turn; his units can capture the rail hexes anytime during his turn (either impulse or even during retreats), but the actual change in possession does not take place until the end of the player's second impulse—so rail hexes cannot be used for rail movement the same turn they are converted (but they can be used for supply, since supply is traced after rail lines are converted). A player can do rail activities only on his own side of the rail head markers—and only if the rail line he is using connects to a friendly city.

Converting rail lines: On a unit's own turn, if that unit occupies or passes through a rail hex that has a rail connection back to a friendly city—and that rail connection does not pass through enemy ZOC or enemy-controlled cities—then the whole rail line from the occupied hex to the friendly city will be converted to friendly possession (at the end of the second impulse). This rail connection must exist when the rail hex is occupied—it does not matter if the connection is broken earlier or later, the line will still be converted. (The occupied hex cannot be in enemy ZOC, since the occupied hex is converted as well.)

A unit does *not* have to advance up a rail line to convert it—the unit can bypass a whole section of line and just occupy a hex far up the line and convert the whole line up to the occupied hex. A unit does not have to stop in the rail hex to trigger the conversion—the unit can just pass through, and if the rail connection to a friendly city existed at the moment it passed through then the conversion takes place.

Notice, incidentally, that a player can never lose possession of rail hexes on his own turn and he can gain them only on his own turn.

It is possible to possess rail hexes far in the enemy rear, simply by keeping a friendly unit there whose ZOC blocks rail connection that the enemy needs to convert the rail line.

Cities are special. A rail line must have a connection to a city under friendly control for that rail line to be usable; a rail line that *does* have a connection into a friendly city is usable for all rail functions *even if the friendly city is in enemy ZOC*. Thus, a supply line can be traced into a friendly city in enemy ZOC, and a friendly rail line can be used

for rail movement if it connects to a friendly city in enemy ZOC, and a rail line can be converted if it connects to a friendly city, even if the friendly city is in enemy ZOC.

However, the enemy ZOC still prevents rail movement onto or through a friendly city.

Notice also that a city is not converted automatically like other rail hexes—a city must be *controlled*, i.e., captured by ground units, before it can be converted to friendly possession. A city must be in friendly control and out of enemy ZOC before it can be converted to friendly possession.

A look at rail line possession



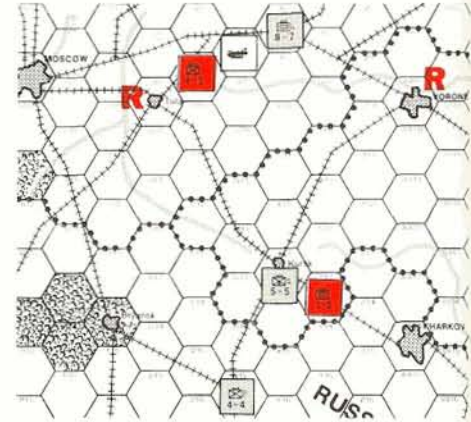
1A. A simple case. At the start of the Axis turn, the situation is as above. The Axis unit moves as indicated; at the end of the Axis turn the rail heads will be adjusted as seen in 1B below:



2. An important point. At start, the situation is as above. The German unit moves as indicated, but since the Russian unit blocks the rail connection back to the German city the rail line is not converted at all.



3. Now, a tricky point. It is the Russian turn; the rail hexes between the rail heads are in Russian possession. The Russian unit moves away. Those rail hexes are still in Russian possession; the Axis player cannot use them on his turn (but they will be converted to Axis possession at the end of the Axis turn).



4. A final pair of points. The German 41st Armored unit cannot use rail movement; the Russian-controlled city (Voronezh) blocks the rail line. The German 30th Infantry unit can use rail movement, however, even though the friendly city it is connected to is in enemy ZOC.

It might be helpful to take a close look at the effects of enemy ZOC. Enemy ZOC simply negate a non-city rail hex for all friendly rail purposes—it is as if that rail hex did not exist, as long as there is an enemy ZOC in it. (Enemy-controlled cities have the same effect.) In a city under friendly control, an enemy ZOC does prevent rail movement in that city hex and conversion of that city to friendly possession, but the ZOC neither cuts the rail lines into that city nor stops the rail lines from being usable and convertible.

CLARIFICATIONS

There were a few rules that were clearly stated in the old rulebook that caused a lot of questions nonetheless, sometimes because they were stated in an offhand manner, in passing, and sometimes because some of you folks out there just didn't believe that we meant what we said. These sections were rephrased so that now it should be crystal clear what each rule means. A few of the more popular questions:

(5.2) Any land area enclosed by a hexside is a playable hex—edge hexes and coastal hexes without coordinates are both playable.

(10.3) Each side may use sea movement only once per turn in each sea area, on either impulse.

(15.1) Stukas increase the ODDS by three levels — NOT three columns. Three odds levels might equal three columns, but it might not; a 1-4 becomes a 1-1, a 3-1 becomes a 6-1.

(16.3) Units that make an AV attack cannot attack for the remainder of that turn; if they are forced to attack, i.e., if they are in the ZOC of an enemy unit and no other legal attack can be made against that enemy unit, then they must *surrender* at the very beginning of the combat phase (this is another application of the "illegal attack" rule, no. 12.9). This just clears up one of the odd circumstances that can arise when units that AV are trapped in enemy ZOC. This may sound unrealistically harsh, but it is intended to (forcibly) dissuade players from making AV attacks in congested positions; presumably, an AV against part of a heavy enemy line involves suicidal frontal assaults.

TRICKY TACTICS

In *THE RUSSIAN CAMPAIGN* there are a number of tactics that seem shady but that are legal—and that are intended to be used. Despite the fact that these tactics are legal under the rules, a number of players have questioned them; also, other players have asked about other tactics which are clearly forbidden by the rules. To clear up the confusion, we will address each tricky tactic in turn and explain whether it is legal or illegal.

(3.4) Can Axis units set up opposite Military Districts that they cannot attack on the first impulse?

The units in the Army Groups can set up anywhere in Poland, Hungary or Rumania ("Rumania" and "Finland" units *must* set up in those countries). Units from an Army Group that can attack one Military District may set up opposite other Military Districts and even move into them, as long as these units do not attack (nor enter the ZOC of) enemy units of other Military Districts. As an example, any or all of the units in Army Group North could set up in Rumania and move into the Odessa Military District on the first impulse of the game, as long as they did not attack any units; they could even move over AV'd units in the Odessa Military District.

(3.4) Can the cities Odessa, Kiev, Minsk and/or Riga be attacked on the first impulse of the game?

NO. These cities are not in any Military District.

(3.4) Can the Axis player use Sea Movement on the first turn of the game?

Yes, but he is very limited. All Axis units must set up on the board, so the Axis has no off-board reinforcements arriving on the first impulse; thus, the Axis must control a port in a Sea or they can do only evacuations in that Sea—on the first impulse. Since the Axis controls no ports in the Black Sea, they can only evacuate there on the first impulse; the Axis does control a port in the Baltic, so they can do normal Sea Movement there.

The Axis can do normal sea movement, including invasions, in the Black Sea on the second impulse, if the Axis player arranges for an Axis unit to arrive as off-board reinforcements on the second impulse. The only way this can be done is to use Sea Movement in the Baltic to move a unit off the board on the first impulse; that unit will return on the second impulse as reinforcements, and the Axis player can use it to invade in the Black Sea. Notice that the Axis player will have to roll both for the sea move in the Baltic and then for the invasion in the Black. This is a legal play under the rules, however.

(5.4) A unit can *never* move farther in an impulse than the movement allowance printed on its counter, regardless of what the Movement Allowance Chart says.

(8.3 & 8.4) Can a unit move if it starts the first impulse in enemy ZOC?

Yes, as long as it does *not* move directly from an enemy ZOC to another enemy ZOC. Notice that a unit can be "frozen" in place if it is in enemy ZOC and all adjacent hexes are in enemy ZOC. Of course, if any of the enemy ZOC are removed by automatic victory attacks, then the unit could move, as long as it does not move directly from one enemy ZOC to another.

(8.3 & 8.4) A unit that starts the second impulse in enemy ZOC cannot move. If the enemy ZOC is removed by an automatic victory attack, can the unit then move away?

NO! A unit cannot move if it starts the second impulse in enemy ZOC, regardless of what happens to that ZOC later during the impulse.

(8.21) Can units or supply lines move along the rail line from HH21 to GG19?

This rail line can be used only for rail activities; units that are using rail movement or supply lines that are running along the rail line to a friendly city may move over this rail line, but normal movement and the 8-hex supply line to a rail line *cannot* move over this rail line.

(11.1) Can Army Group HQs or the Stavka unit use rail movement?

NO. These units are too powerful to be given the enormous flexibility of rail movement.

(13.3) Notice that the defender must be retreated two hexes on a DR or D1 result, but the loser must be retreated one or two hexes on an EX, AR or A1 result.

(13.4) Can the attacker retreat his own units forward, or the defending units "forward" deeper into the attacker's lines?

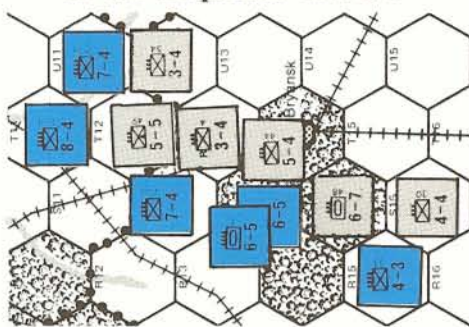
Yes! The attacker may "retreat" his own units forward—this simulates the historical practice of "sliding past" an enemy stronghold rather than storming it; the German panzer divisions used this tactic extensively to make their penetrations during the 1941 campaign. The attacker may also retreat defending units away from their own lines—this simulates a victorious attacker's ability to control the thrust of his attack—and thus control the defender's retreat by capturing crucial road junctions, penetrating a particular part of the defender's line, etc.

(15.3) An attack can be executed against defenders in different hexes. Can a Stuka be used to increase the odds of such an attack?

Yes. All of the defending units have to be within 8 hexes of the same Army Group HQ, i.e., the Army Group HQ that is supporting the Stuka; the Stuka affects the odds of the entire attack. Notice that each attacking unit must be adjacent to each defending unit for this kind of attack to be made, however.

(17.1) Supply lines need not go to a friendly board edge—they can just go to a city under friendly control, even if that city is isolated from all friendly board edges. This rule is necessary to simulate the sieges that took place on the Eastern Front; in particular, the German pocket at Stalingrad held out from mid-November 1942 until early February 1943 without a supply line. Similar pockets were formed continually throughout the campaign, and as a general rule, although they might be weakened by starvation, they had to be taken by storm—the supplies in the front-line depots (which were normally located near the rail-net cities) could keep an isolated army alive as a fighting force for a considerable time. These depots could also keep the front-line armies functioning even in the face of severe partisan disruptions along the rail lines to the rear; it is the effect of these depots that is recreated by this rule.

Combat supply examples: or the Sequence of Fate



The Russian player is attacking at Bryansk, during a snow month of the second winter.

First attack: 1st Guards against the German mountain corps. The German unit is not "combat supplied"; the enemy ZOC in the Rumanian's hex cuts the two-hex supply line to Bryansk.

Second attack: 2nd Guards against the German 3-4. The German unit is combat supplied because it has a two-hex supply line to Bryansk, through hex "A", which is not in enemy ZOC. (During the first winter combat supply lines can be only one hex long and the German unit would not be supplied in this situation.)

Third attack: 3rd Guards against the 5-4 in Bryansk. The 5-4 is combat supplied. Say, as an example, that an exchange is rolled, eliminating both attacker and defender. Bryansk is now unoccupied and is in the ZOC of both the 2nd Russian Armored and Axis units, neither side controls it. It no longer is a source of combat supply.

Fifth attack: Russian 2nd Armored against the German 6-7. The German is *not* combat supplied—Bryansk is not under friendly control! Assume the Russian unit is eliminated anyway. Now Bryansk is in undisputed Axis ZOC—it is controlled by the Axis again!

Sixth attack: Russian 33rd infantry against the German 4-4. The German unit has a two-hex supply line to a friendly city, Bryansk, and so it has combat supply!

(17.2) "Combat supply": During the first winter Axis units must be able to trace a "combat supply" line no farther than one hex to a city under friendly control—so the unit must be in or adjacent to the friendly city. During the second winter the unit must be able to trace a "combat supply" line up to two hexes to a city under friendly control—so the unit must be in, adjacent to, or have no more than one hex between it and the friendly city.

The city can be in enemy ZOC and the unit can be in ZOC, and the unit still has "combat supply"; however, during the second winter if a unit is tracing a two-hex path to a friendly city, then the hex between the city and the unit *cannot* be in enemy ZOC nor occupied by enemy units.

(17.3) Cities assist sea movement, make rail lines usable, cause rail lines to be converted, and are sources of supply and combat supply. Do cities have these effects on the same impulse that they are captured (i.e., on the same impulse that they come under friendly control)?

YES! As soon as a city comes under friendly control it *immediately* has all the above effects—for example, a port could be captured during an impulse, and it would assist the sea movement (by subtracting 1 from the sea movement die roll) of a unit moving by sea later that impulse! Whenever a reference is made in the rules to a "friendly city" or a "city under friendly control", the reference is to a city that is in friendly control at that moment, regardless of who controlled it earlier or later that turn. Similarly, if a player loses control of a city then that city no longer counts for any of the above purposes.

Exception (sort of): a city still must be "in friendly possession" to be used for rail movement—i.e., it must have been converted to friendly possession on a previous turn.

(18.1) Can paratroops be dropped during or after the combat portion of the Russian first impulse?

NO! Paratroops can be dropped only during the *movement* portion of a "SNOW" first impulse.

(19.2) Can partisans gain control of cities by themselves?

NO! Partisan counters have ZOC in their hexes, but these ZOC do *not* count towards controlling cities.

(20.2) Do reinforcements arriving on a second impulse get free RR movement the next first impulse?

NO! If they use rail movement next turn they count towards the limited number of units that can use rail movement each turn.

(20.2) Can reinforcements arriving second impulse use sea movement that impulse even if they cannot move that impulse?

NO! Sea Movement counts as movement—units can use Sea Movement in an impulse only if they can move that impulse. Reinforcements that cannot move when they arrive must be placed in their arrival hex—either an edge hex or, if specified, a city—and may not move further. Placement in an arrival hex does not cost movement points and does not count as movement.

(21.2) Can HQ units be used for Stuka attacks the same turn they are replaced?

NO! Army Group HQs are replaced on the second impulse.

(21.4) Can the Axis player get a panzer replacement for an oil well that he captures during the replacement turn?

NO! The Axis player gets one panzer corps for each oil well he controls at the *beginning* of the replacement turn—oil wells captured later that turn do not count.

(21.6) Can the Axis player replace the Rumanian panzer grenadier corps and count it as his Panzer Grenadier replacement?

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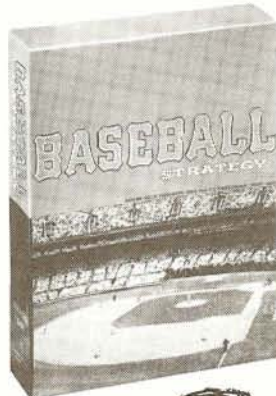
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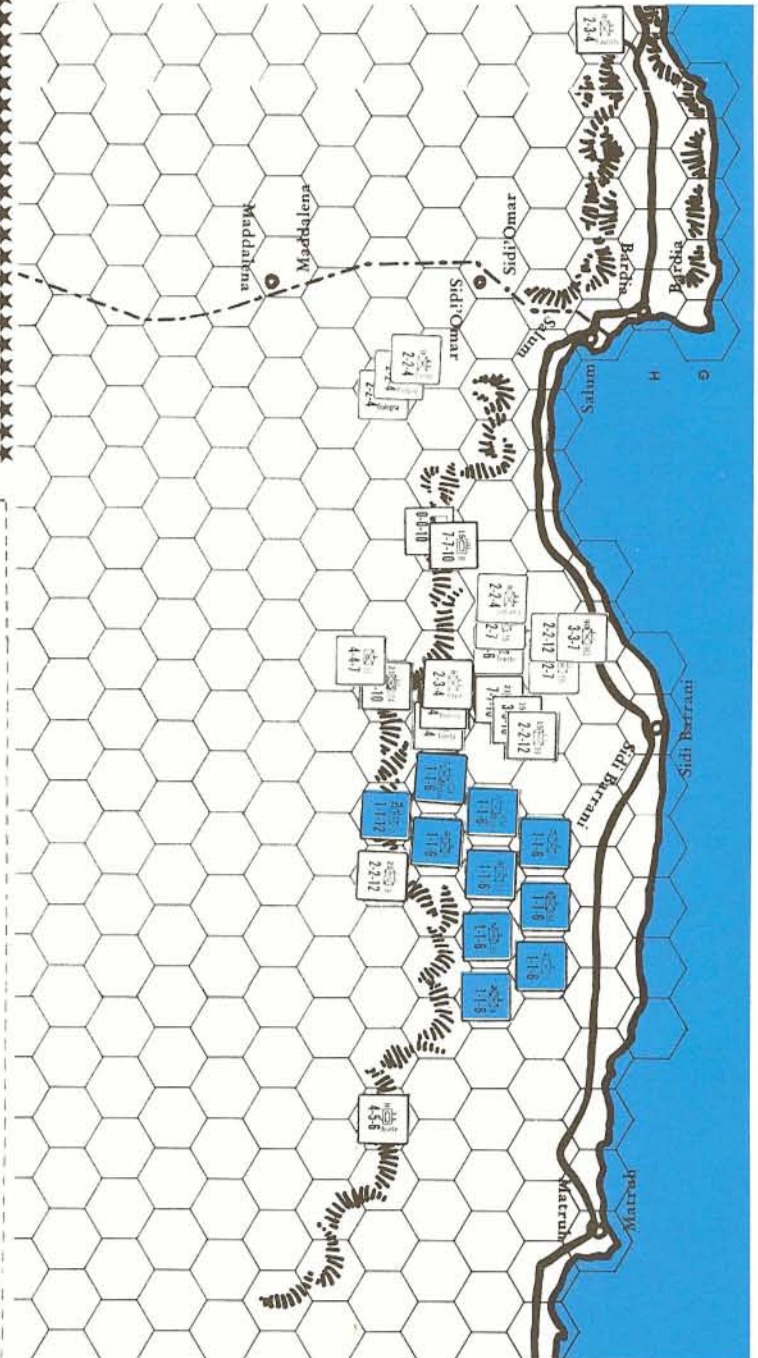
Contest No. 77

It is late in a game of *AFRIKA KORPS* and the British have most of their strength in Tobrukh and at sea. The British home base is garrisoned by only a supply unit—the British player thinks it is not possible for an Axis unit to get there.

But it *is* possible!
 Rommel is out of play (back near the German base helping supplies move up, naturally); only the Axis units pictured are available.

Just draw in the position of each German unit—if you get the positions right we'll assume you worked out the rest. Assume the worst possible die rolls—and it is *still* possible to *guarantee* the fall of the British home base, regardless of what the British have at sea.

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RED OPTIONS

RUSSIAN PLAY IN THIRD REICH

by Robert Beyma

Robert Beyma is an expert gamer whose presence commands respect at tournaments all along the East Coast. His game analyses (especially 1776-A COLONIAL OVERVIEW, Vol. 12, No. 1) have always been factual and well-received. RED OPTIONS is no exception and exhibits a solid knowledge of the game's nuances. However, our developer of the game finds his advice in one regard directly contrary to his own conceptions of good Russian play. Read the article through and see if you can find our source of discontent before reading our summation printed in italics.

You have just sat down to play *THIRD REICH* and have ended up with Russia. So you figure that you can sit around for a couple of hours and wait for the war to start. Wrong! The Russian player has to get to work early in this game. There is a lot to do in the six turns prior to 1941. Barring any wild results in the west, the war will likely be resolved on your turf. Before you get too smug over your importance bear in mind that Russia needs a lot of Western help in this game. The Fall of 1939 is a good time to start getting chummy with your future allies. A little joint planning and promises of much Lend-Lease support is a good place to start. Meanwhile you can make your new friends the beneficiaries of your fine strategic and tactical knowledge of the game.

The essence of Russian strategy is survival! This means keeping at least 75 factors in play. This fact must be of paramount importance in all of your planning. The threat of conquest is much less after the addition of the rest of your force pool in 1942. At that time the Russians may begin to think about a counteroffensive.

CHART # 1

	Units	Factors	BRPS
(15)	1-3	15	15
(10)	2-3	20	20
(5)	3-3	15	15
(6)	3-5	18	36
(3)	5-4 air	15	45
(3)	9 fleet	27	81
		110	212
	Factors minus fleet	83	131
	Factors (ground only)	68	86
	Russians need to maintain 75 factors in play.		

An examination of the Russian force pool reveals that only 110 factors are available until the Spring of 1942. Note that only 68 of these factors are ground units. Obviously, the loss of the fleet cannot be afforded. Remember that naval units take four turns to rebuild even if you have the BRPs. The air units must be used very sparingly as they are costly to rebuild.

Russia is at a significant BRP disadvantage versus Germany in 1941. Every effort must be made to conserve BRPs early in the war. A reserve must be maintained to cover emergency situations that will invariably arise near the end of a year. Carefully played, the Russians can maintain just enough BRPs to ride out the German assault.

The Russian Army must try to avoid large encirclements. The real threat here is that the encircled units will die of isolation. This means that they will *not* be in play at the end of your turn. If too many of your units die in this manner you may not be able to keep 75 factors in play. At best your line will be weak for the upcoming Axis move. The alternatives are not pleasant. You can burn an

offensive option and counterattack. If you merely open up a supply route to the entrapped units you will likely find them more securely encircled next turn. You can counterattack with the encircled units, get them killed, and then rebuild them where you wish. This tactic is a big drain on your BRPs and should be reserved for emergencies. A little prevention is worth a lot of cure in this instance. The best way to avoid major encirclements is to defend in depth. This will allow you to expend a few weak units up front to limit the effects of German exploitation.

All of your fine defensive efforts will likely be wasted if the Axis manage to get 2 moves in a row at a critical time. Mildly putting it, two moves in a row is devastating in this game. Seasoned players have been known to have a near breakdown at the mere suggestion that the enemy might get two turns in a row. There is not a Russian defense line in the world that will stop two consecutive German moves. What you need to do is to coordinate very closely with the other Allied players to avoid having this occur. This may occasionally put a squeeze on your unit construction so do not cut it too close.

If your diplomatic efforts have fared well, you should be getting lots of Lend-Lease shortly after being attacked. You need it! What's more, the Western Allies need to give it to you. The Russians can utilize the BRPs much more efficiently against the Germans than they can. What you need to do is to see to it that the necessary Lend-Lease routes remain open.

The Russian player has several basic decisions to make early in the war. A good place to start our discussion is the initial setup. Remembering the

concept of survival your first consideration should be the placement of the fleet. The fleet must be kept in play until at least 1942. This virtually rules out the Baltic. Once placed there they are not permitted to leave. The Germans can just about always manage a 1-1 against Leningrad in 1941. This leaves the Black Sea or, more specifically, Batum. Properly done, the Germans can almost always be kept out of Batum until at least 1942.

A quick glance at the board will show that Batum is perilously close to the Turkish border. The Turks have a fairly decent army and should be able to hold the straits for a while in the event of a German invasion. And then there is always the good old British presence in the Middle East. The problem is that somewhere in the back of your mind you know that the Germans might be able to blitz through Turkey in 1 or 2 turns. What's worse is that you can not intervene prior to Fall 1941. And the mere possibility of the Germans holding Variant counter 7 sends chills down your back.

So you find yourself contemplating a Russian invasion of Turkey. There are several advantages to this course of action.

1. The fleet is safeguarded. It also has the option of redeploying to the Mediterranean.
2. The Russians can defend the straits and the rest of the country better than the Turks can.
3. A linkup with the British in the Middle East will be achieved.
4. Additional BRPs are gained.
5. The threat of variant counter 7 is eliminated.
6. The Balkans are threatened from the South-east.

Before you get too excited there are some disadvantages to consider.

1. The Russian ground forces will be spread thin in 1940 and 1941.
2. The declaration of war, a likely offensive option, and rebuilding lost units will cost you BRPs. In general, you will profit BRP wise only if you hold Turkey for a whole year after getting the 30 extra BRPs.
3. The threat of German and/or Italian intervention if you do not conquer Turkey quickly.

If you are going into Turkey, you had better go early, in force, and defend it strongly. If you do not the whole operation can blow up in your face in 1941. You will not only lose the BRPs, but the Germans will gain them and be on your flank.

There is an automatic maneuver that you should execute in Fall 1939. This is, of course, the occupation of the Baltic States, Eastern Poland, and the Rumanian province. These areas will hereafter be collectively called the Baltic. Forces should be allocated to occupy all of the cities in these territories on the first turn.

Leningrad should be defended with the maximum forces available. This includes stationing two 3-3s there sometime in 1939. The air units should be initially placed in the north where they can be used to stop a surprise German attack on Leningrad and Moscow.

If you are fortunate enough to find any ungarrisoned Axis minor allies, attack them! Elimination of one or more of these will seriously hurt Germany later in the game. Germany will likely be too busy in the west early in the game to intervene against you.

The topics of force pool builds and BRP position go hand in hand. The Russians should build their entire force pool in 1939 because you do not get a permanent BRP base growth in the 1940 Year Start Sequence. Any BRPs that you save in 1939 will be wasted. The chart below shows typical BRP expenditures and growth early in the war.

CHART # 2

	BRPS 1939-1941	Don't Invade Turkey	
		Invalidate Turkey	Turkey
1939			
Start	90	90	
Baltic	-25	-25	
Decl. of War	-10	0	
Builds	-55	-61	
1940			
Start	115	116	
Off. Option	-15	0	
Builds	-6	0	
Est. Losses	-4	0	
End of Year	90	116	
Growth	27	34	
Conquests	55	25	
1941			
Start	172	150	

Everything possible should be done to minimize BRP expenditures in 1940. The next BRP base growth in 1941 will likely be the only one that you will ever get. BRP expenditures should be limited to a possible offensive option to conquer Turkey and to completing your builds. The Russians should start 1941 with anywhere from 150 to 170 BRPs. This figure can be deceiving because you can lose up to 85 BRPs during the year. (Baltic-25, Turkey-30, Moscow-15, and Leningrad-15). You can see why Lend-Lease is so important. Meanwhile the Germans with their minor allies will be in the 300-350 BRP range.

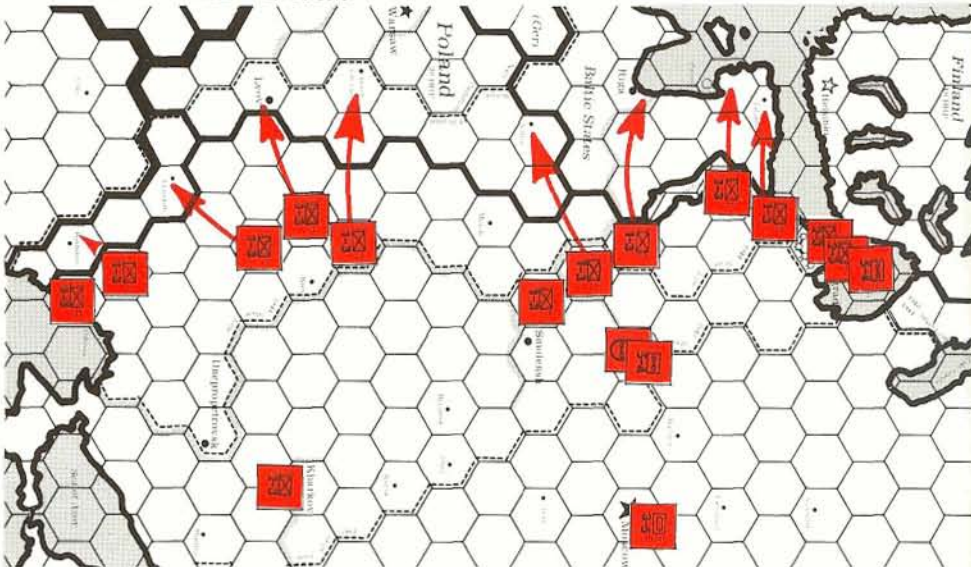
The Russian initial setup on the main front must accomplish two basic objectives:

1. It must guard against a first turn German blitz particularly at Leningrad.
2. Your forces must be in position to occupy the Baltic on the first turn.

The diagram shown below demonstrates a relatively safe Russian initial setup. It assumes a first turn invasion of Turkey. The arrows indicate the first turn occupation of the Baltic. Note that the air units can be transferred south in plenty of time for an attack on Ankara.

The remainder of your forces should concentrate on the Turkish border. The diagram below shows these units prepared for a Fall 1939 invasion of Turkey. It does not hurt you any to deploy here on the first turn. These units could always be redeployed home if you get attacked on the first turn.

The cheapest way to conquer Turkey is to take attrition options until all of the Turkish ground units are eliminated. One has to be very fortunate to conquer Turkey in 1939. This method may take a while depending on your luck. The risk of German or Italian intervention grows as 1940 nears an end.

DIAGRAM #3
INITIAL SETUP ON THE MAIN FRONTDIAGRAM #4
INITIAL SETUP ON THE TURKISH FRONT

Most players take attrition options until they are within striking distance of Ankara. Then they wrap matters up with a 3-1 versus the capital.

Initially, you should have enough forces to roll on the 11-20 attrition table. However, do not be surprised if the uncooperative Turks set up far enough back to keep you on the 1-10 column. The Turkish front should be reinforced with your large units. These units will allow you to roll on the 21-30 attrition table which will accelerate the Turkish collapse. These units will also allow you to make a safe 3-1 on Ankara. Always have a couple of 1-3's around to lose on Turkish attritions.

Note the possible threat posed by your fleet in Batum. If you maintain 2 or 3 armor units near the fleet the Turks will have to guard their Northern beaches as well as their Eastern front. This same threat can be applied against Rumania later in the war.

Your air units will likely be used in the final assault on Ankara. Your airbase counters can be very helpful in getting your air units into the battle. Every effort should be made to counterair the Turkish air units. This way they can be neutralized without having to suffer any casualties.

After Turkey is conquered, a double line defense of the straits should be set up. This defense will not stop the Germans but it should slow them down until you can reinforce. The Russians really can not afford any more forces in Turkey in 1941 if the main front is to be held. Of course, the Germans will have to weaken their Eastern front in order to attack you in Turkey. Do not forget that the Germans can



DIAGRAM #5
DEFENDING TURKEY

declare an offensive option in Turkey during Winter 1941. Once the Germans attack try to interest your British ally into helping you defend Turkey.

There are several schools of thought on invasion defenses. I will present three of them, the last one being discussed in some detail. Normally the German attack will not occur prior to 1941. By that time your initial armies should be fully mobilized. Russian forces should be occupying the Baltic and Turkey.

The first defense is the double line defense. This consists of a weak line of infantry along the border and a second line of strong units immediately behind them. The advantage of this defense is that the Germans can easily surround most of your second line by attacking every other hex and advancing with armor units. Additionally this type of defense is vulnerable to an airborne assault against your second line. This type of defense becomes more useful in 1942 and 1943 when you have enough units for three lines of defense.

The second type of defense is the void, or vacuum, defense. The initial screen is deployed far enough back so that Axis infantry cannot be used to attack it on the invasion turn. This will have the added advantage of placing it out of the range of most of the Axis air units. The advantage of this defense is that the Germans are hard put to effectively attack you on the first turn of the invasion. The disadvantage is that it surrenders a lot of terrain very quickly. This means that you can kiss the Baltic goodbye in 1941. Additionally, the German attack on Leningrad and Moscow will develop rather quickly.

DIAGRAM #6
"SPACED ARMOR" INVASION DEFENSE

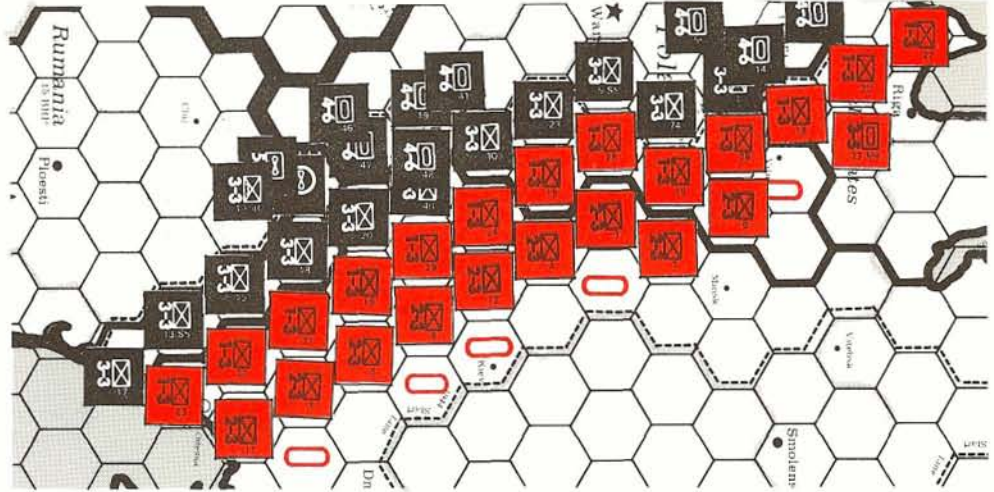
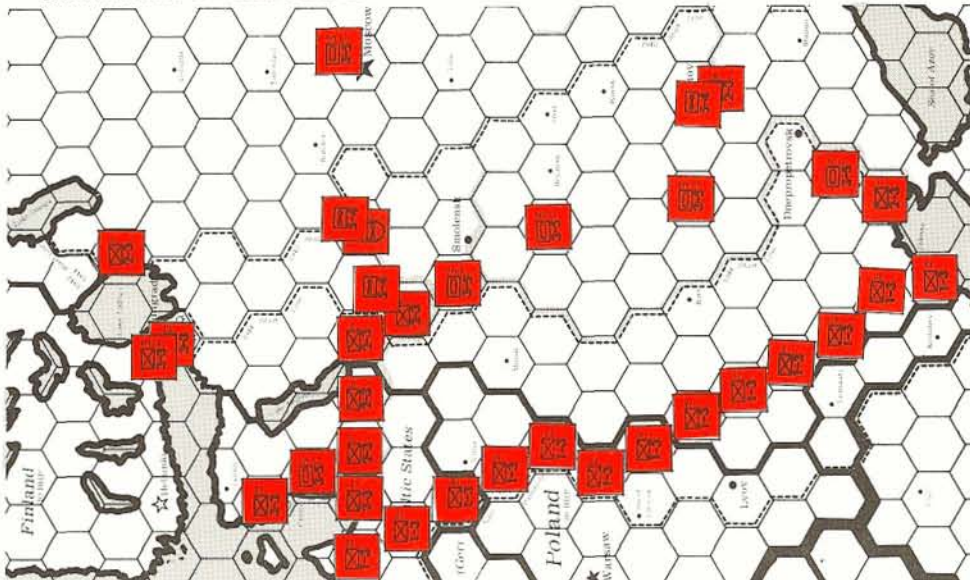


DIAGRAM #7
AIRBORNE/ARMOR BREAKTHROUGH OPERATIONS:

1. Attack 1-3 (28) at 5-1 and advance.
2. Drop airborne unit on 2-3 (8) and add a 5-4 air unit for a 2-1 attack.

The third type of defense is a combination of the first two. I call it a "spaced armor" defense. This defense places a screen of 1-3s on the border. The main line is placed far enough back to make it difficult for the Germans to attack. See the diagram below.

The Divina River is used to triple the second line in the North. The second line in the South is far enough back to prevent a breakthrough or a major encirclement. The important Baltic States are defended by extra units. The air units are deployed for possible defensive air support for the important sectors of the second line. The advantages of this defense are threefold:

1. The bulk of the Axis armies will be held up for a turn on the border while most of yours will remain intact.
 2. The effects of German exploitation will be reduced. In some cases an armor unit will have to be "dropped off" before reaching your line.
 3. It gives you a chance to hold the Baltic and Leningrad for a while.
- The primary disadvantage is that it sacrifices the first line. Hopefully, the Germans will kill most of them for you. If not they might be able to tie up German redeployments. This defense is still somewhat susceptible to an airborne drop.

3. Attack 1-3 (29) at 5-1 and advance.
 4. Exploitation: 4-6 (47) 3 SE Kiev, 4-6 (46) 1 SE Kiev, 4-6 (41) Kiev, 4-6 (19) 2 NW Kiev
 5. 4-6 (39) + 4-6 (56) vs. 2-3 (9) at 2-1 and advance.
- The whole Russian army is isolated using (2) 5-1 and (2) 2-1 attacks.

The airborne drop mentioned above can be a very devastating maneuver. The airborne unit is dropped during the initial combat phase on top of a key unit in the second line of defense (see diagram below). Air support is used to get a 1-1 or, preferably, a 2-1. This key unit is eliminated and a hole is opened in the enemy's second line. Your exploiting armor can then pour through this gap and surround large elements of the enemy force. A good defense is to place a few extra units, particularly armor, behind your second line. Another defense is to leave a lot of space between your lines and to cover the second line with defensive air. The Axis airborne threat becomes even more severe when the Italian airborne unit shows up in 1942. Of course, the Russians can use this same maneuver later in the war when they go on the offensive.

Thus far, most of our attention has been devoted to ground units. The vast majority of the war burden must be carried by the army. However, the Russians can get certain limited use out of their air units. Their principal use is in the threat of defensive air in key low odds battles. The Russians do not have the BRPs to trade air units with the Germans. (It is hard to believe that the Russians cannot afford even attrition but it is a fact of life in this game.)

Early in the game the 15 air factors are needed to keep Russia in the game. They should be deployed behind the second line for possible use as defensive air in selected exploitation battles. Under no circumstances should you allow the Germans to counterair your air units. By carefully maintaining your air units you will deny the Germans complete air superiority. This will force the German player to somewhat limit his own air usage. Later in the game the Russians can afford to be a bit more aggressive with their air units. Staging gives you the capability to concentrate your air units in a critical sector for a key offensive operation.

No matter what defense is employed the Germans will hit you hard the first two turns of the invasion. The big question now is how to counter this initial assault and reach a reasonably good position by the end of 1941. It is very important to try to hold at least one Baltic city until 1942. If you can hold just one of these cities you will retain the full 25 BRPs for the Baltic for 1941. What's more you will deny this 25 BRPs to the Germans in the 1942 Year Start Sequence. The best cities to attempt to hold are Tallinn and Parnu. The invasion defense shown earlier attempts to vigorously defend this area. Do not forget to defend the beach at Parnu.

Some form of counterattack may be necessary to hold this area. Holding this area has the additional benefit of keeping the Germans away from Leningrad (another 15 BRPs) until at least 1942.

A pattern of defense is starting to emerge. It is called protect your BRPs. As long as the Russians maintain their BRPs they will be able to replace their losses and hold the front. The Germans will eventually take the Baltic, although hopefully not until 1942. With competent play, the Germans can usually be stopped short of Moscow and possibly Leningrad in 1941. The Moscow-Leningrad area should be very strongly defended at the close of 1941. You can afford to give some ground in the South. The Allies will get two moves in a row in Spring-Summer 1942. The line can be stabilized and the Germans pushed back with the influx of the remainder of your force pool and American aid.

Every effort should be made to hold Turkey through 1941. The 30 BRPs can be really useful. The odds favor you retaining Turkey once the rest of the force pool arrives in 1942. Turkey also bars Axis access to Persia where your very important Lend-Lease cities are located. Care should be taken to protect these cities and Vologda (the Northern Lend-Lease city). The danger of Russia being conquered after 1941 are minimal as long as the Lend-Lease routes are open.

More times than not in 1941 and 1942 you will find large portions of the Russian Army isolated at the beginning of your turn. A judgment will have to be made on whether to attempt to save them. There are basically four courses of action facing you:

1. Declare an offensive option and try to break through to them.
2. Declare an attrition option and try to open up a supply route.
3. Declare an offensive option and try to kill off as many of the entrapped units as possible. They can then be rebuilt for use in the next line of defense.
4. Declare an attrition option and forget the isolated units.

There are three basic considerations in determining which courses of action to employ:

1. number of factors needed in order to keep 75 factors in play,
2. formation of a viable defense line for the following turn, and
3. BRP reserve.

If some of the surrounded units are needed to keep 75 factors in play then you must find a way to free them. Breaking isolation by attrition can be risky. Normally, German armor units are surrounding you. Because of their zone of control and a certain degree of freedom in attrition retreats it is difficult to reopen the supply route.

Counterattacking the surrounding enemy armor is usually a surer, although more costly, method, but has the added benefit that the armor you kill will not be around to encircle you again next turn. It generally does you little good to save an entrapped army only to have it more tightly encircled on the following turn. Your BRP reserve will most likely influence whatever decision you make. If you are fortunate enough to have two moves in a row coming the units could be lost and still rebuilt in time for the next German offensive. An example of a typical encirclement situation is shown below.

The Russians are fortunate in this situation to have both good counterattack and attrition choices. Two key German armor units can be surrounded. Attrition on the 61+ table will guarantee their elimination. Provided sufficient BRPs exist the Russians have excellent counterattacks on several of the armor units. In this situation there are too many encircled units to kill them off or to allow them to die.

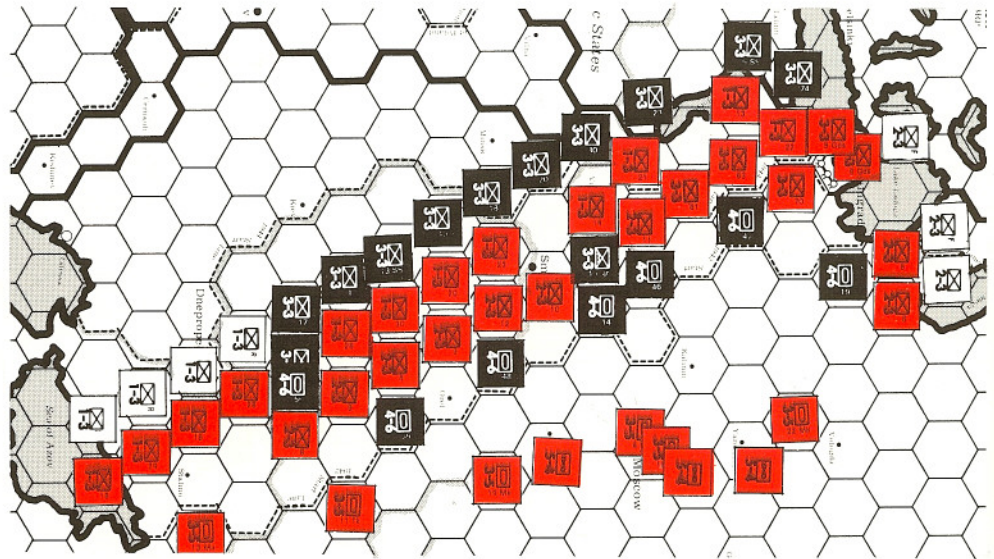
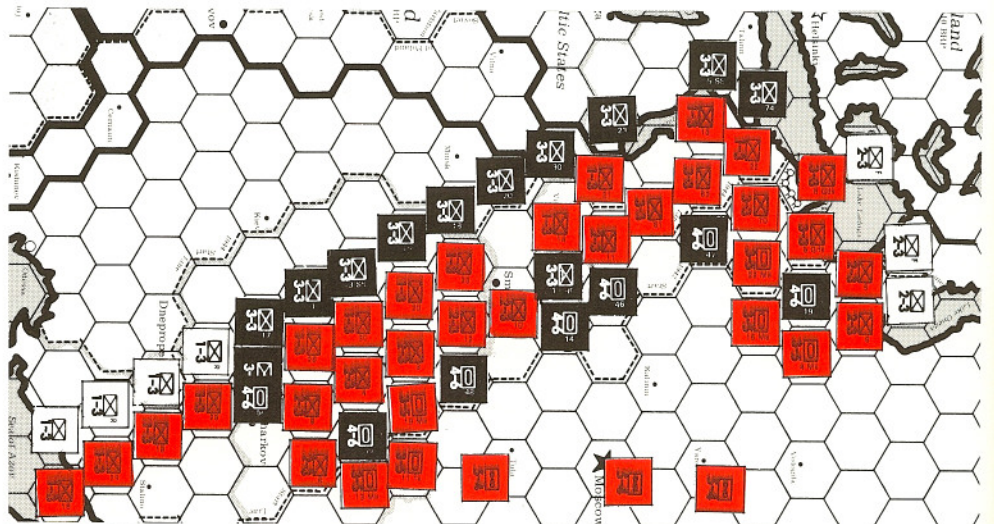
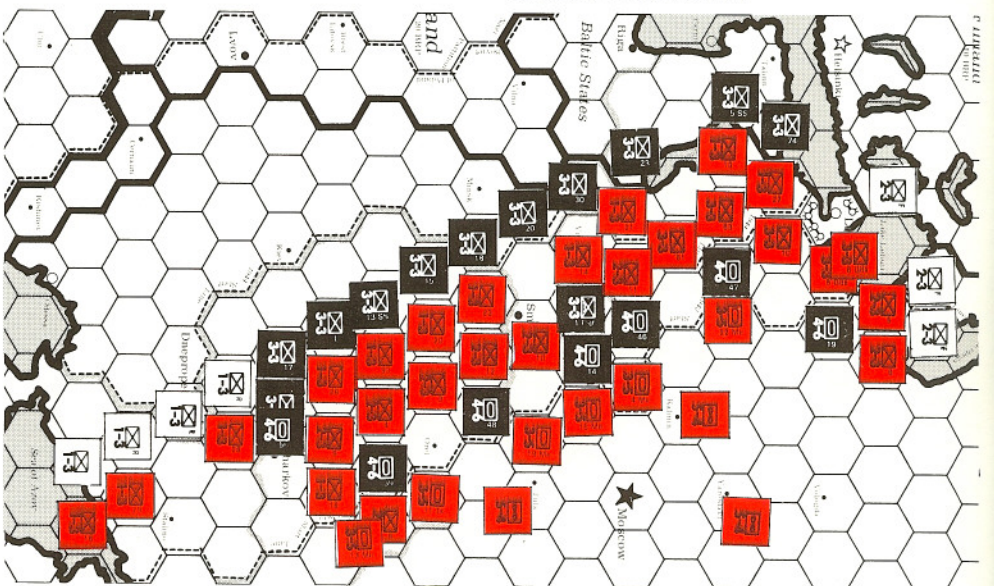


DIAGRAM #8
BREAKING ENCIRCLEMENTS



BREAKING ISOLATION BY ATTRITION

Roll on 61+ Attrition column. You are guaranteed 2 hexes (those occupied by 4-6 (19) and 4-6 (39)).



BREAKING ISOLATION BY COUNTERATTACKING

Factors	Air Allocation	Attacks
6 vs 4-6 (19)	6 vs 4-6 (19)	2-1 vs 4-6 (19)
4 vs 4-6 (47)	4 vs 4-6 (47)	2-1 vs 4-6 (47)
2 vs 4-6 (14)	2 vs 4-6 (14)	2-1 vs 4-6 (39)
3 vs 4-6 (39)	3 vs 4-6 (39)	1-1 vs 4-6 (14)
		1-2 vs 4-6 (48)

The previous section brought up the question of which option to choose. The Germans will be taking offensive options nearly every turn. The temptation for you to do the same is there. Resist it! During the first year or so of the war the Russians have neither the troops nor the BRPs. Attrition options are an inexpensive way to kill a few Axis units, recapture a few hexes, or break isolation. Offensive options should be saved for counterattacking a key hex, such as Moscow, or to extricate large numbers of isolated units. Later in the war with more troops and Lend-Lease BRPs the Russians will be able to strike back more aggressively.

Your big chance to get back at the Germans in 1941 comes in the winter. The Germans are not permitted to take an offensive option in Winter 1941. This not only gives you a breathing spell; it leaves German units undoubted on defense. This gives you an excellent counterattack opportunity. Properly planned and executed this counterattack can really burn the Germans. Here is what you want to do:

1. Save enough BRPs for winter to be able to counterattack and rebuild your lost units.
2. Try to move last in the winter turn. The Germans will not be able to hurt you much on their turn. The German Army will then be weakened for their Spring 1942 offensive.
3. Attack every undoubted unit in sight, especially armor, at 1-1 or 2-1 odds. Then use your remaining BRPs to rebuild for spring. The winter 1941 move can often turn the whole tide of the war in the East.

Thus far we have discussed some of the decisions and techniques of getting to what one might call a reasonable position. Basically, this should be a defense no further east than a line running from Moscow to Rostov. The Russian force pool should be fully mobilized and a good BRP position secured by mid 1942. With American impetus, the Allies should be in a position to take the war to the Germans.

Here are a few thoughts on arriving at this position. The Russians should strive to delay the German attack for as long as possible. Some players feel that it is in the *Allies* best interest to draw an early attack on Russia. This is likely to be true in the Coalition game. It is certainly not in Russia's best interest in the Alliance game. (Once players familiarize themselves with *THIRD REICH*, the Alliance game seems to become the commonly played multiple player version.) The Allies will almost assuredly win but not *you*. Stalin perceived this and thus did everything he could to delay the war. Russia runs the risk of being conquered before full mobilization can occur. England and France might be less than eager to take the pressure off you. Remaining neutral should not be difficult since the Germans will also be trying to avoid an early fight.

All of this is not to say that Russia should stick his nose up at the Western Allies early in the game. What it means is that everyone should lay their cards on the table right from the start. Properly played, a 5 or 6 player Alliance game can be a most interesting experience.

Russia and England have the opportunity to secure the entire Middle East region during the first two years of the war. Persia should be occupied and the Southern Lend-Lease route secured early in the game. Normally, one gets France to shell out the 25 BRPs for Persia as they usually have "surplus" BRPs anyway. However, this may require a bit more negotiating in the Alliance game. Once Russia enters the war the Middle East can be jointly defended. A strong Allied position in the Middle East will protect both players flank and ease some potential supply problems. Additionally, this area is a good base of operations for counterattacking the Axis later in the war.

An interesting feature of *THIRD REICH* is the use of variant counters to add a little variety to the game. Their play at an opportune time can have a big impact on the game. Naturally you want to get on good terms with your British ally right away and find out which counter(s) you have. Remember that he is not obligated to inform you of his choices in the Alliance game. Use a little diplomacy. Work together as the game proceeds to determine which possible counter(s) the Axis have.

The two counters that most interest the Russians are 9 and 10. #9— This counter is for emergency use, and should be saved for when you really need it. It can also be used to set up two moves in a row or to foil an attempt by the Axis to get two moves in a row.

#10— This counter is your ace in the hole. It is even better than your winter bonus in 1941. Besides the free offensive option you can sometimes catch the Germans with their pants down as they might not be expecting it later in the war.

The only Axis variant that can be really damaging is number 7. This must be guarded against from the very beginning of the game. The best way to neutralize this counter is to conquer Turkey early in the game. Watch out for number 6 as this counter can be used to set up two Axis moves in a row or foil one that you were expecting to make.

So you find yourself in a pretty good position by mid 1942. Now what do you do? Unless the Allies are doing very well overall you still need to be careful. The Germans still have a lot of punch left in 1942 and 1943. The Russians need to stabilize the front and fully mobilize during 1942. Massive attrition attacks can be used to recapture some terrain and kill some Axis units. At this point in the war it is to the Allies advantage to stretch the line as much as possible. This is a good time to heat things up on the Turkish front. The Russians need to conserve their BRPs for the upcoming offensives. The winter of 1942 is about the earliest that you want to go over to the offensive.

The biggest Russian problem at this point of the game is BRPs. This is perhaps one of the biggest inequities of the game. The Russian BRP structure relative to the Germans in the 1942-1944 period is underrated to say the least. The Russians outproduced the Germans by far and were virtually on a continuous offensive the last two years of the war. The last several paragraphs of the historical notes elaborate on Russia's contribution to winning the war. In this game the Russians cannot afford massive attrition and a continuous offensive. They must instead depend on massive U.S. Lend-Lease. The Western Allies did help the Russians but nowhere near the extent that is necessary in this game.

CHART #9 EXTRA RUSSIAN UNITS AND BRPS

Allowable Builds:
Spring, 1943
(2) 4-5 Armor
(1) 5-4 Air
Add 30 BRPS to Russian Base during the 1943 year start sequence.

Interestingly enough the Russians have only 10 armor units to the Germans 15 and only 3 air units to the Germans 6. The chart below shows a recommended addition to the Russian force pool and BRP base in 1943. You may wish to add even more BRPs because these units must be built. These extra units and BRPs give the Russians more of a capability to counterattack as they did in 1943-1945.

The above mentioned troops and BRP additions would be nice but we are still playing *THIRD REICH*. As the game progresses into 1943 the Russians need to assure that they continue to receive the necessary Lend-Lease BRPs to keep the pressure on the Germans. The Russian Army needs to start

recovering some lost ground. This will require offensive options using armor and airborne breakthroughs similar to those employed by the Germans in 1941-1942. The Western Allies should be encouraged to open a second front and take some of the burden off of you. As 1943 draws to an end you need to start thinking about the victory conditions. In the Coalition game, the Axis must be held to less than 28 objective hexes at the end of 1943. In the Alliance game, the Russian player must start looking around to see from where his 16 to 18 objective hexes will come.

Ultimately, the only way to defeat Germany by 1945 is to knock out the big German BRP base. This is best done by recapturing conquered countries from the Germans. The Russians should drive for the German minor allies at the earliest possible time. Not only will you reduce German BRPs but you will also knock those minor allied armies out of the German force pool. The Russians should also retake the Baltic and Poland. The BRPs from these reconquered countries will be added to the Russian BRP base during the next Year Start Sequence. If the Western Allies are doing fairly well the German Empire should be nearing collapse.

The game will then turn into a race for Berlin. At this point you need to pay very close attention to the victory conditions. This means counting objective hexes. The Russians need 16 objective hexes for a marginal victory, 17 for a tactical victory, and 18 or more for a decisive victory. Your 9 home and 2 Baltic objective hexes should be secured by this time. Rumania should fall to you sometime in 1944. You should also be able to pick up the two Polish objectives and Istanbul. This makes a total of 15. The Russian Army is now within grasp of 4 more objectives. These are the four "B" cities, i.e. Berlin, Breslau, Budapest, and Belgrade. The fall of Berlin should be delayed until you have enough objective hexes to win. Congratulations! You have just won the war. (By the way, the Russians obtained a decisive victory in the real war.)

THIRD REICH is fundamentally a game of strategy. Due to the complexity of the game system one must become very familiar with the mechanics of play. Competently played, the "tactics" of the game will take care of themselves. Experienced players and novices alike will enjoy the numerous strategic decisions that are required. The game system has a lot of flexibility. It encourages experimenting with different strategies. The five player Alliance game is one of the best multiple player games. It adds diplomacy and a "what's good for my country" realism. Approach the rules with an open frame of mind. As comprehensive as they are, they will not specifically cover every case. Strive to pay close attention to the details of the execution of your strategies. Mistakes tend to be magnified in a game of this scope. Play the game often and try to vary your choice of countries. While you are playing it is occasionally a good idea to remind yourself that *THIRD REICH* is after all only a game.

In advocating a Russian invasion of Turkey, the author violates one of the major maxims of warfare; i.e.—"he who defends everything defends nothing". Taking Turkey costs the Russians both BRPs and troops—neither of which they can afford to lose at the start of the game. Barring incompetent Axis play (such as an ungarrisoned Finland), the first two years of the game must be aimed solely at maximizing the Russian force pool and BRP base. Every possible factor and BRP must be pitted against the inevitable German invasion. Wasting both troops and resources against a neutral only to lengthen the Russian's own area of defensive responsibility is a major mistake. Trying to hold Turkey long enough to gain a BRP advantage using

Continued on Pg. 27, Col. 3

PROGRAMMED INSTRUCTION FOR AIW

IT'S TOO LATE NOW . . . OR . . . PLAYTESTER MAKES GOOD

By Jim Stahler

I was well into playtesting *ARAB-ISRAELI WARS* when I obtained a copy of *STARSHIP TROOPERS*, and had my first introduction to programmed instruction in the field of wargaming. I became very enthusiastic about the concept. It is appropriate for most any game with complex rules and multiple situations; it is a natural approach for *ARAB-ISRAELI WARS*.

So I decided to restructure the rules myself. I reordered the situations, adding rules gradually as they are needed, and my results are now presented to you.

Take out your game and read the rules sections introduced with each new situation. Then play a game or two using the rules presented so far, and go on to the next situation. Oops, since you already have the game and you have read all the rules and played all the advanced situations But if you haven't yet bought the game, do so, and use this programmed approach to ease yourself into the most complicated situations (in the game, that is). If you already know how to play *AIW*, you can still use programmed instruction to teach it to a prospective opponent. And if you have *AIW*, but are intimidated by the mass of rules, don't despair; use the step-by-step method outlined below to gradually master *AIW*.

The situations are listed below, in sequence and with each situation are listed the new terrain features, and new rules introduced in that situation. The rule sections are keyed to the numbering in the rulebook; B = Basic Rules, S = Standard Rules, A = Advanced Rules, and O = Optional Rules. Many of the standard rules are introduced in the basic situations; it is wise to get used to more complex rules while the situation remains relatively simple.

B-1 Bir Gifgafa

Since this is the first situation, a lot of rules are needed to establish the structure of the game. *PANZER BLITZ/PANZER LEADER* players should find most of the rules familiar, but I suggest reading the rules carefully because there are subtle changes from the earlier games.

New Terrain: Clear, Dunes, Roads (see Terrain Effects Chart)

New Units: Sherman Mk 50, Sherman Mk 51, AMX-13; T34/85, SU-100

New Rules: B.I (General Outline of Play), II (The Playing Pieces), III (The Mapboard), IV (Sequence of Play—ignore "SPOTTED"), V.A (How to Move Units), V.C (Road Movement), VI (Combat), VII.A, B, C (Mapboard and LOS/LOF), VII.F (Hull Down), VIII (Direct Fire Attacks). Be sure to examine the Combat Results Table; Ground Level column in Sighting Effects Chart; Direct Fire, A vs Armored, in WEC; and Wreck and Double Wreck rows in Neutral Counters Chart.

B-3 Tel Maschara

Now that you have the basic movement and fire rules down, let's include more complicated terrain and start on the simpler Standard Rules. Treat the town as clear terrain for now.

New Terrain: Slope, Ridge, Crest (see Terrain Effects Chart)

New Units: Sherman Mk 51 HV; T-55

New Rules: S.III (Split Move and Fire), IV (Morale—see Morale Chart). Examine the LOS/LOF charts for ground and slope level obstacles.

B-4 Botzer

Overrun and Opportunity Fire completely change the game, and make it much more interesting. Also note the new weapons type rows (G, M, I) and non-armored target column in the WEC.

New Terrain: none

New Units: M-48A5; T-62, Arab Inf, Saggar, 82mm Mortar, BMP, BTR-50 (see Unit Function Table)
New Rules: S.II.D (Overrun, see WEC), II.E (Opportunity Fire, see WEC) B.V.B (Carrier and Passenger Units)

B-2 Rafid

We now complete the Basic Rules with woods, towns, and spotting. As long as you have the fort in the situation, you may as well read the Standard Rules dealing with it.

New Terrain: Woods, Town (see Terrain Effects Chart)

New Units: Patturion, Armored Inf, Israeli Inf, 120 mm Self-Propelled Mortar, Fort; T-34/100, 85 mm ATG, 120 mm Mortar, Arab Truck (see Unit Function Table)

New Rules: B.VII.D (Spotting), VII.E (Woods and Towns), S.V.A, B, C (Fortifications). Also review B.IV (Sequence of Play) and VII.B, C for effect of spotting, towns, and woods.

S-7 El AI

Welcome to the first of the Standard situations. The main difference between this and the previous situations is the larger forces involved. We also meet the Improved Positions.

New Terrain: none

New Units: Centurion VIII; BRDM, 107 mm RG, BTR-60, BTR-152, Improved Positions
New Rules: S.V.D (Improved Positions)

S-8 Mazrat Beit Jan

Artillery enters the game in a big way. You will discover the value of both forts and mobility in foiling the big guns.

New Terrain: none

New Units: 122 mm HOW, 140 mm MRL
New Rules: S.II.A (Indirect Fire), II.B (Off Board Artillery), S.I. (New Turn Sequence) See Indirect Fire row of WEC.

S1 Kalkiliah

In this situation the infantry, Queen of Battle, comes into its own.

New Terrain: none

New Units: Israeli Engineers, M3; Commando
New Rules: S.II.C (Close Assault Tactics). See CAT row of WEC.

S2 Abu Agheila

We now add Minefields, and the flail to deal with them.

New Terrain: none

New Units: Sherman Flail, MG, 81 mm Mortar; T-

10M, Minefields (2-1)

New Rules: S.V.E (Minefields), VII.B.1 (Flails)

S3 Irbid

With air strikes, a whole new dimension is added to the game. We also have Arabs vs. Arabs, for a change of pace.

New Terrain: none

New Units: 25 Iber HOW, 17 Iber ATG, Arab 106 mm RR jeep, Centurion III, M113

New Rules: S.II.F (Air Strikes). Review S.I for Air Phase.

S12 Marjayou

The only addition is the rule allowing engineers to remove mines, if they can get close enough. I suggest using Jordanian units for the Lebanese, so that you can tell which units have morale B and who has morale D.

New Terrain: none

New Units: M60A1, M113A1; PT-76

New Rules: S.VII.A.1.5 (Engineers Removing Minefields)

S4(S5) Jenin

This situation introduces blocks, and gives engineers the ability to construct and remove them.

New Terrain: none

New Units: Scout Jeep, Israeli 106 mm RR jeep, Israeli Truck; Blocks

New Rules: S.V.F (Blocks), S.VII.A.3.4 (Removing, Creating Blocks)

S11 Kuneitra

This is one of the most surprising situations in the game. It looks like the Israelis don't have a chance because of the preponderance of Syrian tanks, but they did win all the playtest games of this situation that I was involved in. This situation also introduces trenches and equipment to bridge them.

New Terrain: none

New Units: Cobra; PT-54, MTU-2, Trenches

New Rules: S.V.G.H (Trenches and Bridges), VII.B.2 (Bridge-laying)

S9(S10) El Firdan

Back to Egypt. This situation completes the terrain types with the Suez Canal and moraines. Note that Construction Engineers do not have the same capabilities that Combat Engineers have.

New Terrain: Suez Canal, Moraines (see Suez Canal Chart and Suez Canal Hexes and Bank Hexes chart)

New Units: Arab Engineers, Construction Engineers, Cuts

New Rules: S.VI (The Suez Canal)

S13 Chinese Farm

Now that almost all the Standard Rules are introduced, it is time to get into the Advanced Rules. This situation introduces a couple of ways to get across the Canal if you don't have a bridge waiting for you.

New Terrain: none

New Units: Ferry, Pontoon Engineers

New Rules: A.IV.B (Ferries), IV.C (Infantry Bridges), V. A.E (Building Infantry Bridges). See Suez Canal Chart.

A4 Rafa

We continue the gradual introduction of Advanced rules with additional rules for mines and infantry units.

New Terrain: none

New Units: Minefields (1-1, 3-1)

New Rules: A.II.A,B,C (Special Infantry Capabilities), I.I.G (Variable Minefields). See UFT and Neutral Counters Chart.

A2 Lituf

Artillery has additional capabilities that gives it added punch. On the other hand, the reload rule limits the Saggars and makes the Egyptian player choose his targets more carefully than before.

New Terrain: none

New Units: none

New Rules: A.II.F (Missile Reloads), A.III (Indirect Fire Additions)

A1 Shovach Yonim

This situation introduces yet another way to cross the Suez Canal. Don't forget the Infantry Bridge rule.

New Terrain: none

New Units: none

New Rules: A.IV.D (Assault Boats). See Suez Canal Chart.

A5 Deversoir

We add some more rules, and the situation gets much more complex. There are more units and boards than any previous situation. This finishes the Standard Rules.

New Terrain: none

New Units: GSP Ferry, Israeli Jet Aircraft

New Rules: A.I.A,B,C,D (Advanced Air Strikes, AA Attacks), A.II.E (Missile Passengers), A.IV.A (Amphibious Units), S.VII.A.2 (Bridge Removal), A.V.D (Moving Bridges Overland).

S6 Ras Sudar

This is the last Standard Situation, but we introduce some more Advanced rules and units.

New Terrain: none

New Units: 90 mm ATG, T1-67; OT-62, Shilka AA, ZPU-4 AA

New Rules: A.II.D (Cross Country Penalty). See UFT. Also see AA row on WEC.

A3 Egyptian Airmobile Attack

Back to a small situation. Note the mobility added to a force by helicopters.

New Terrain: none

New Units: M1-8 Helicopters

New Rules: A.I.E (Helicopters)

A7 Tasa

Now that we have helicopters, we can add some additional capabilities found in the Optional Rules.

New Terrain: none

New Units: TOW, Huey Cobra

New Rules: O.I.C,D (Helicopters Down, Nap-of-the-Earth). Use Nap-of-the-Earth only with situations after 1976, which excludes A3 and A6.

A6 Fayid

Having included nearly all the Advanced Rules, we continue to add Optional rules. This is the biggest, most complex, situation of all.

New Terrain: none

New Units: MLG Minelayer, Arab Jet Aircraft

New Rules: O.I.A (Anti-Tank Howitzers), O.I.B (Wire-Guided Missiles), O.II.A (Minelayer).

By the time that you finish Situation A6 Fayid you will have mastered a very complex, but very realistic and enjoyable, game. Of course, once you are familiar with the full set of rules, you can go back and play any situation with the whole schmeer.

You may have noticed that some of the rules and some of the units are left out. The S-60 57 mm AA should be added to Situation S-12 when using the

advanced air rules. The PMP Carrier, SS-11 Missile, M60 AVLB, Twin 20 mm AA, and UH-1 Transport Helicopter are not included in any Situation but are in the game for use in "design-your-own" situations. I did not include the rules on building cuts and bridges (A.V.B,C) because they take 40 and 60 turns to do, and the longest situation is only 20 turns. They can be included in your own monster situations. The supply rule (O.I.E) requires a lot of bookkeeping, and I did not include it for that reason. Nevertheless, the hard core among you can use it in any situation. The Smoke optional rule can make a radical change in most any situation; it tends to swing balance toward the attacker, because the defender's fields of fire can be easily obscured. Once you have the rest of the game down pat, you can add Smoke to any situation, and see what happens.

I hope that you have the opportunity to explore *ARAB-ISRAELI WARS* thoroughly, and that you enjoy playing it as much as I enjoyed playtesting it.



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SUMMER OF 52 BC . . . *Cont'd from Pg. 5, Col. 3*

Why did he retreat to Alesia and submit to a siege? The Roman disaster at Gergovia must have been a key factor. In addition he probably sensed the great risks of an open field battle which the Roman legions loved. He may even have predicted the tactical 'doughnut' which so nearly destroyed Caesar at Alesia. By any account he did his best, which was nearly good enough by a hair's breadth.

History nearly always memorializes and applauds the victor (who were Ghengis Khan's victims?). This, the campaign of 52 B.C., is Caesar's greatest and most remarkable. Yet one cannot but think that the Roman general stumbled into victory. By his own accounts he shouldn't have won. The great rebellion took him completely by surprise. Gergovia was a tactical disaster. Alesia should have been worse—it should perhaps have been his Carrhae (the battle in which his erstwhile triumvir, Crassus, got nailed by mounted Parthian archers on a Babylonian plain in 53 B.C., just a year earlier).

By any standards the Gallic rebellion and Roman campaign of 52 B.C. was for various reasons a remarkably even match which either side could have won decisively. It is as fascinating as any struggle in history (and I am a nut for the Eastern Front in WWII). Rome won.

It is worth noting that Gaul in due course became one of the most prosperous provinces (more properly group of provinces) in the Roman Empire. The Gauls took advantage of the *Pax Romana* in the first and second centuries A.D., eclipsing Italy herself economically. Though on the front line of the barbarian incursions of the third and later centuries, Gaul ultimately produced Charlemagne. Not bad for a bunch of tribes led by an inspiring young man in 52 B.C.



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ROMAN FORT . . . *Continued from Pg. 9, Col. 3*

Two such sites are located in Zone VI where Vercingetorix has made good his escape a number of times in our playtest games. The river here forms a natural corridor for the Gallic escape if the ramparts can be breached on either side. The lack of secondary defenses in the area make defending such a breach extremely difficult, and the river forms a natural obstacle to reinforcements—denuding the Roman player of one of his major weapons—superior mobility. Bridging this river and safeguarding the bridges is a must. Fort 21 is placed to effectively bridge and form a mini-rampart line

behind; as well as help protect the adjacent, crucial rampart river hex to the Southwest. Without a fort placement here, this hex, as the closest rampart hex to the Alesia force, becomes a tremendously important key to the defense in this area. As the only bridge across the river on the interior Outer Works, its importance is greatly magnified.

It should be noted in conclusion, however, that there are countless different fort deployments which can be made. Roman players will have to experiment to find the set-up best suited for their favorite tactics and strategies (which may differ considerably from mine). Also, fort deployment may vary dramatically depending on who the Gallic opposition may be in a given game. If this essay sounds vague, it is because it is meant to be—there are just too many variables to consider. But one factor which never varies is that fort deployment is the single most important decision (or group of decisions) which the Roman side must make. Take your time when you place those twenty-three small pieces on the board!



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RED OPTIONS . . . *Continued from Pg. 25, Col. 3*

the author's suggested Turkish defense is a pipe dream. Refer to the aforementioned Russian defense of Turkey. By attacking the 14th Infantry with an infantry and armor at 7-2 and backing this attack with an exploitation force of five armor units, Turkey is almost guaranteed to fall in one turn. A parachute unit and 5 factors of air hit the 10th Infantry at 2-1. The armor force moves into the Breakthrough Hex caused by the demise of the Russian 14th Infantry and then exploits to Ankara where three German armor do in the 1st Shk Army at 2-1, and isolates the bypassed 27th and 61st infantry. Turkey and her 30 BRPs have fallen to the Germans sooner than would have been possible had the Turks been left to their own devices. Those afraid of 2-1 attacks could upfactor these battles to 3-1 by committing two more armor units and an additional 4 air factors.

Look at what's been gained. The Russian fleet is cut off from re-entering the Black Sea, the Russians have lost 30 BRPs to the Germans, the Germans now have an open backdoor to the Caucasus, and a free Offensive Option in the Med in exchange for 15 BRPs spent on an additional Offensive Option. This operation does not use so many forces that a major simultaneous blow cannot be struck on the main-front against the Russian delaying defense.

It seems obvious that the only time Russian invasion of Turkey is profitable is when utilizing the Variant Option Chart and the Russian has reason to fear the possibility of a German-Turkish alliance.



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FOREIGN READERS

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COMPETITIONAL AFRIKA KORPS

By Dave Roberts

The ideas for this variant grew out of my experiences in what might be called the "competitive" phase of wargame organizations, the days when clubs like IFW or SPARTA would grow to perhaps 600 members and lay an ephemeral claim to national leadership. Most of us are pleased to see that era end, and our hobby finally put on a solid basis with the establishment of AREA, now over 3,000 strong. Nevertheless, a great deal of sage wisdom about the "classic" games arose from the thousands of hard-fought games of that era. In preparation for a major tournament, we would spend months in intensive study of a single game. We knew the games inside and out, or thought we did until somebody who knew them better taught us a lesson or two.

Over the years a consensus of opinion grew up among many of the best players that *AFRIKA KORPS* is too much of a "shoot-em up" game to be a fine test of strategic skill. Too many situations arise where the entire game seems to ride on the outcome of a single die roll. The most frequent example is at Tobruk where the most masterful player with years of subtle analysis up his sleeve can be besieged by any reasonably competent novice, and then wiped off the board after a single lucky 1-1 battle. Some may feel that this is desirable to teach the "masters" humility. But this is hardly a satisfactory answer if it means that the masters simply refuse to play Afrika Korps, which is otherwise a charmingly simple game with intriguing possibilities for imaginative maneuver.

Of course in a game between two experts, this particular problem at Tobruk doesn't arise, because years of experience have established that the German greatly reduces his overall chances to win by taking a 1-1 against Tobruk as anything other than a last resort. It is also true that some expert players use the criticism that there are "not enough die rolls for luck to even out," as a rationalization for their own sloppy play.

For example, in the Series Replay in Vol. 13, No. 5 the Axis player made this very complaint after the British broke out of Tobruk on his August 1 move with a 2-1 attack, and cut the supply line to the Axis main force near El Alamein with decisive effect. In this case the Axis player was asking for it, despite his good play earlier in the game, especially his very fine play on his May 11 and June 1 attacks. In passing, I recommend detailed study of these efficient Axis moves to any player who aspires to achieve mastery of *AFRIKA KORPS*.

But the Axis player's complaint after the August 1 move is entirely unjustified. The British 2-1 "can-opener" had an 80% chance to unhinge the Tobruk siege on the PBM tables they were using. Both *Exchange* and $\frac{1}{2}$ *El Alamein* would have been chancy for the British, but both would have required the Axis to expend at least 2 supplies and 4 critical turns to button up Tobruk again, and guaranteed that Alexandria wouldn't fall before November.

But the Axis player never had to let this happen. First he should have kept 3 units around Tobruk until the British had committed his reserves beyond the possibility of a 2-1 attack. Or at least the Axis player shouldn't have moved his heavy German units beyond hex row 47, so that they would have retained the capability to decisively counter-attack at Tobruk in the event of a British break-out. The way the Axis player moved his heavy units to hex row 57 accomplished nothing, and was only asking to get canned.

Even after these errors of play, the Axis player didn't have to allow the breakout. He could have moved Trenta to H28, I5/33 to K27, and Brescia to I24, and contained the breakout. Note that these moves leave a "hole" in the Axis line at I27, but (trick move!) I27 is an escarpment-road hex, and all roads leading into it are covered by German ZOC. Thus Allied units cannot move through I27.

The alert reader will also point out that I5/33 can be Aved by 14 Allied factors in J26 and J27, and he can still breakout. But wait! With 14 factors in clear terrain, he has only 6 factors left to defend Tobruk and keep open a supply route to his AVing units, and you'll quickly see that this can't be done. It will be a rugged fight, but the Allied army will almost certainly be destroyed if it tries to take on I5/33. In fact, the placement of I5/33 is the sort of cunning trap that tickles the imagination of every devoted AK player.

By giving this example I don't mean to fault the players or the commentator, all of whom are capable and dangerous opponents. They missed this opportunity for the very reasons you or I might, because their attention was focused on other important tactical matters, and perhaps because of psychological ploys they were pulling on each other. Instead of faulting anyone, I'd rather credit a very fine game which has "stood the test of time." If you want to play *AFRIKA KORPS*, be ready for some surprises!

The Variant

Of course the experienced *AFRIKA KORPS* player already knows that the game abounds in unlimited possibilities. But as a gamer he is legitimately concerned with the relatively large luck element compared with other classic games, and especially that it is so easy for the Axis to reduce the game to nothing but luck even though it may also reduce somewhat his overall chances to win. Historians may also be disappointed in the relatively high degree of over-simplification in *AFRIKA KORPS*, which was designed in the days before wargames became "simulation games," and took on the ambition of becoming an alternative form of serious literary expression.

I am a gamer first, and a historian second, and thus the first principle of my rules is that they retain the simple playable clarity of conception of the

classic mode. But historical realism to the greatest extent possible, consistent with my first principle, is also built into these rules. After all, without historical realism to some degree, wargaming wouldn't exist, because we'd all be playing chess. Chess players turn to wargames because they'd like a game of greater social relevance, and thus the more realistic the better.

1) FORTRESSES—When attacking units defending in a fortress, a separate attack *must* be made against each separate defending combat unit. If the attacker has fewer units than are stacked in the fortress, he may not attack it.

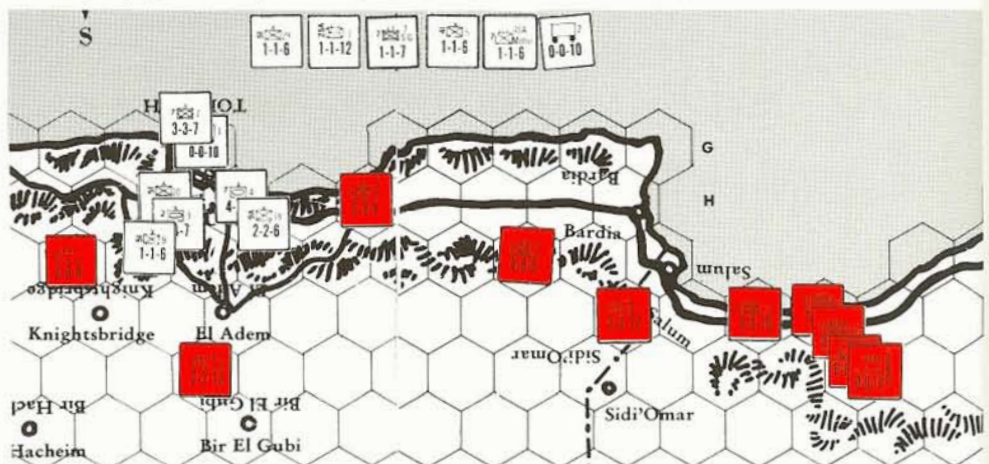
COMMENT—Statistically this reduces the odds of taking a fortress from 50% with a single 1-1 (with an extra unit to survive the Exchange), to about 3.4% when defended by 3 units attacked at 1-1. This is accomplished without affecting play elsewhere on the board.

2) TERRAIN EFFECTS—Infantry and paratroops are *tripled* in fortresses, and *doubled* in towns and escarpment. Armor, armored infantry, and reconnaissance are *doubled* in fortresses, towns and escarpment. Attacking units may also advance after combat into towns if all defending units are removed.

COMMENT—Historically the 9th Australian Division held Tobruk under siege from April until December 1941, against the worst Rommel could throw at them. By modifying the rules to make it reasonable for the Australians to attempt to repeat that remarkable feat of arms, the British armor brigades are freed for their historic role of attempting to relieve the siege. The effect of towns is also altered because towns were constantly used to anchor lines of defense.

3) LIMITED PORTS—For the British all towns in coastal hexes, and Benghazi, are now limited ports. One unit per turn maximum may either land or move out to sea, with supply counted as a unit for this purpose. The Axis may use Benghazi as a limited port, but none of the other coastal towns.

COMMENT—This rule is part of a pattern to further reduce the domineering importance of Tobruk. The possibility of the limited use of these ports to land or extract small forces also helps explain historical dispositions of commanders in the actual campaign.



This illustration of a situation that could have arisen in the Series Replay in the last issue shows the depth of subtlety that Afrika Korps takes on in advanced play. In a bold 2-1 attack, the British have broken through the siege lines of Tobruk, bringing the Axis drive on

El Alamein to an embarrassing halt. Scraping up every available unit, the German could have made the above move, even though it looks like a mistake, since it allows an AV on I5/33. But in reality this is a trap, as explained in the article.

4) LOWER EGYPT—Hex X69 (Lower Egypt) is now another Allied base, under the same rules as the Tripoli and Alexandria bases, except that it does not count in the victory conditions, and has no sea movement. The Allies lose all sea movement if they lose Alexandria; all their units at sea must immediately land, and all reinforcements, replacements, and supplies must appear in Lower Egypt until (if ever) the Allies recapture Alexandria. The Allies also regain sea movement if they recapture Alexandria.

COMMENT—This rule corrects the historical improbability that the entire British Middle East Command would have rolled over and died if the Germans reached J62. More important it makes a great deal more difficult a devastating and unrealistic German strategy that ignores Tobruk even after November 1941, avoids all possible Axis losses, and relentlessly attritions the Allies until Alexandria falls, after which Tobruk is usually easy.

5) REPLACEMENTS—Both sides receive one unit per turn as a replacement, starting at the beginning of the game. This rate may *not* be accumulated from turn to turn. If all units are on the board, or if a player forgets to take a unit, he still only gets one unit in following turns. All replacements must initially be placed on a home base hex (not an enemy base). From there they may move normally. The original replacement rule is replaced, and no longer in effect.

COMMENT—Historically attrition, and especially armor attrition, was a much more volatile affair than in the game as it is, with both sides often reduced to a mere handful of tanks, and then fairly rapidly replenishing them, beyond what the present rules make possible. This simple rule ingeniously allows an increased replacement rate in time of crisis, and thus moderates the effect of extremes in die rolls.

6) LONG RANGE RECON PATROLS—The two South African reconnaissance units (2SA/7 and ISA/3) and supply units only, may attempt to march around the Qattara off the board to the south. To do this they must begin the move in hex X62. They then roll a die. On a roll of 1 or 2 they perish in the desert and are eliminated. On a roll of 3 or 4 they remain in hex X62. (They attempted the march, but had to return.) On a roll of 5 or 6 they are placed on any south edge hex between X23 and X55, and may immediately move the same as any other reinforcement. Only one unit per turn may attempt the march. Recon and supply units eliminated on a roll of 1 or 2 may not be replaced until the following turn.

COMMENT—This re-creates an important Allied historical capability that can restore maneuver to a stalemated situation.

7) SINGLE UNIT ELIMINATION—The interpretation of combat results of D Elim, A Elim, and Exchange is altered as follows. Back 2 remains the same. In Automatic Victory situations, all defending units are still eliminated.

D Elim—The defender loses one unit of his choice and the attacker then retreats remaining defending units in that battle 2 hexes. The lost unit must be armor, armor infantry, or reconnaissance if possible.

A Elim—Attacker loses one unit of his choice and the defender then retreats remaining attacking units in that battle 2 hexes. The lost unit must be armor, armor infantry, or reconnaissance if possible.

Exchange—Both sides remove one unit of their choice, with no advance or retreat. Must be armor, armor infantry, or reconnaissance, if possible.

COMMENT—Single unit elimination is a design alternative that seems to be especially suited to *AFRIKA KORPS*, where it moderates the

potentially disastrous effects of a single battle under present rules, and increases the number of battles and die rolls.

CLARIFICATION—When the Allies have "built" the larger substitute units after August 1942, and one of them suffers losses on the combat table, the Allies have the choice of immediately splitting up the substitute unit, and losing one of its component units, or of losing the complete substitute unit. If they lose the complete unit, that specific substitute unit may also be *replaced* as a complete unit. Otherwise substitute units only enter the game by the process described in the original rules. (Vol. 7, No. 4 has the most complete listing of other Avalon Hill clarifications.)

8) ALLIED WITHDRAWALS (Optional)—A constant problem facing commanders of the 8th Army was the conflicting and often desperate need for troops in other theaters as the British Empire disintegrated under the inexorable demands of the war. Sometimes this meant the withdrawal of troops, even at critical periods. At other times it meant that units had to be disbanded because of lack of replacements. When called for on the following chart units are permanently withdrawn from the game. If any indicated units are off the board (eliminated) at that time, no replacements may be taken that turn.

ALLIED WITHDRAWAL TABLE*

Nov 1941—2/3, 2/2 S.G.—disbanded 22 Gds—became 201 Gds
Dec 1941—70/23—to India
Jan 1941—7A/1, 7A/2—to Malaya
June 1942—2SA/4, 2SA/6, 2SA/7—disbanded
July 1942—32 Tank Bde—disbanded
Sept 1942—1st Tank Bde—to Palestine
Oct 1942—201 Gds—to Syria

*Some adjustments have been made in actual withdrawal dates to compensate for oversimplifications in the AH order of battle, so that more nearly correct numbers of each unit type will be available to the British commander at each period of the game.

COMMENT—This rule is optional because without a complete overhaul, it would not be possible to have a strictly accurate Order of Appearance anyway, and of course it is possible that these or corresponding units would be eliminated anyway if the game closely followed history. However, in unusual games it will prevent an historically unlikely concentration of Allied units in this area, and the historian will take at least some satisfaction in the attempt to be a little more accurate.

Strategy

BRITISH—Tobruk remains the focus of the game, but it is unlikely that the German can take it early in the game unless the British let him concentrate unhindered on it for several turns. Now that your 2-2-6 infantry are capable of defending Tobruk, your armor (if well handled) should tie up several Axis units, and with raids in his rear tying up a few more, he simply won't have enough units to take Tobruk. The trick is to avoid getting drawn into a battle that can destroy your armor force unless you have a chance to cripple his armor as well. Of course the British should not allow Tobruk to come under siege if he can prevent it, but manning an outer defense line such as the Gazala—Bir Hachem line that Ritchie used in May-June 1942 can be extremely risky. If you can hold Tobruk and keep down your losses until the summer of 1942, the use of the substitute counters should enable you to

undertake a sustained counter-offensive, even if you are back at the El Alamein line.

GERMAN—The German should attempt to put Tobruk under siege as soon as possible, and push the British mobile forces at least as far east as the Halfaya Pass (hex K34) so they cannot interfere directly with attempts to capture Tobruk. But you will probably have your hands full warding off British armor probes and screening your supply route until your November and January reinforcements, and perhaps even your June troops allow you to mass a respectable size main battle force. Tobruk is the key to the game, but to have any decent chance to take it, you will first have to defeat his mobile forces in what will probably be a free-swinging battle in the desert. Tobruk should eventually fall to combinations of 3-1 and 1-1 or 1-2 attacks, and then you'll have your chance to try conclusions at El Alamein itself.

With variant rules, you should find that the notorious luck element is minimized, and that the possibilities for daring and imaginative play that characterized the Desert War will decide your fate also!



AREA TOP TEN

Rank	Name	Times On List	Rating	Previous Rank
1.	R. Chiang	6	FGM2127	1
2.	J. Zajicek	1	CF11930	—
3.	T. Oleson	7	LLR1918	2
4.	P. Huffman	1	CCB1875	—
5.	R. Wood	4	EEK1834	3
6.	G. Kilbride	4	DEI1744	6
7.	S. Packwood	5	DFD1731	9
8.	S. Heinowski	5	CF11729	5
9.	D. Barker	5	DEH1658	8
10.	E. Alexis	2	DGJ1654	7

The above players represent the 10 highest verified (11+ rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

The "Times on List" statistic is considered as "Consecutive" times on list. If a player slips out of the Top 10 for any length of time his next appearance is considered as his first.

The following AREA memberships have been terminated. No rating points can be awarded for games with these individuals as they are no longer members of the system.

06109-01	91789-01	60641-01
14037-01	93555-01	70601-04
45208-01	CANAD-02	73139-01
	OVERS-07	

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The Red Ball Express

Logistics in Panzer Leader

by Elwood Carlson

Designers' notes for Avalon Hill's platoon-level WWII games (*PANZERBLITZ* and *PANZER LEADER*) suggest that the typical scenario covers from 45 minutes to an hour and a half of "combat time" because that was about as long as the armed units involved could sustain a no-holds-barred clash. In this respect, supplies of ammunition and fuel were the critical constraints. Thus, at the start of any scenario, all units are implied to be fully provisioned; by the end of an hour or so, they are running pretty low.

Consider, then, what might happen if some units began a scenario with a substantial portion of their ammunition and fuel already used!

Such a suggestion conjures up visions of stalled tanks out in the open and machine gunners emerging from bombed-out buildings, holding up empty ammo belts as they surrender. When such nightmarish scenes fade a bit, however, the veteran wargamer will undoubtedly recall that *supply* did indeed play a crucial role in more than one of the major campaigns of the Second World War.

(Remember how Rommel starved to death in that last game of *AFRIKA KORPS*? Remember how beachhead limitations choked off that last offensive in *ANZIO* or *D-DAY*?) This significance of supply has gone beyond the narrow expertise of the Pentagon or the preoccupations of the wargaming world; it has been celebrated in pop culture in movies from *"The Red Ball Express"* to *"Patton."* Just as artillery, weather (*GENERAL* 12:6) and air power add whole new dimensions to tactical play in *PANZER LEADER*, the accompanying scenario introduces another key feature that often spelled victory or defeat on the battlefields of Europe—logistic support.

The general context of the scenario (for those who are interested) places it along "Hell's Highway," the avenue of Montgomery's rapid northern thrust following the Allied breakout from the Normandy beachhead. The date is therefore late in August, 1944. (This date is given for those players who employ the weather rules noted above.) The eventual stakes of this encounter (and others) are the success of the northward drive to capture a deep-water port (Antwerp in the actual campaign) and cut off a large German force along the Calais coast, and the freeing thereby of the Allied army's dependence on the Normandy beachhead as their sole source of strategic logistic support.

In this particular scenario, a British spearhead is driving to capture a key river defense line across the route north, before the hastily-assembled German defensive contingent can be reinforced. The British have been pushing hard, without a break, and their supplies of ammo and petrol begin to give out just as they are about to assault these objectives. The situation is critical, for paralyzed by the short supplies, the British not only may fail to take the river line, but may even lose the momentum of the offensive and suffer a German counterattack.

Enter the Red Ball Express! A column of trucks, lightly convoyed and carrying fuel and ammunition has been dispatched to the front and comes racing across boards B and D in the nick of time. After the "pause that refreshes," the British can finish their assault on the vital bridges, and the Allied offensive rolls on. At least, that's the way the *Allies* plan it—however, a squadron of German armored cars has managed to slip around the British column, and they have other ideas . . .

The mapboard configuration is fairly unusual, and demands more than the conventional "punch your way across the board" in the way of tactical

thinking. (Being somewhat foot-loose myself, I prefer low unit density situations, and besides, there are four boards; why not *use* them? The beach on board B may be treated as a river or ignored at players' options.)

The German main force controls the "objective" here (Grancelles and its river line) with a motley but

effective crew. The British are approaching from the heavy cover available on board C, and the real chase sequence of the piece (the armored cars after the supply trucks) is then displaced to the "wide open spaces" of boards B and D, where a lot of high-speed maneuvering is possible. Please note that the east-west juncture of boards C-A with boards B-D is

SITUATION 27: tactical resupply along "Hell's Highway" (8/44)

The Red Ball Express;

AVAILABLE FORCES

ALLIED:

British:

1 I 1 6 1111 1	2 I 2 6 1518 1	2 CI 2 2 2307 10	3 A 5 3 3401 16	11 A 8 9 7525 8	9 A 8 8 7402 7	16 A 10 6 6302 9	35 UN 35 7 4103 8
2	6	8	4	4	4		

American:

2 CI 2 3 2419 10	0 C 0 1 2209 14
3	9

GERMAN:

Group A

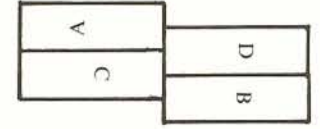
3 I 2 10 1121 1	13 A 6 2 75mm 0222 0	6 H 12 1 37mm 0330 0	3 M 12 3 81mm 0521 1	3 I 2 8 1517 1	6 I 1 6 SMG 1543 1	0 C 0 1 2106 3
			4	2	2	
0 C 0 1 2205 12	2 CI 2 4 2406 10	12 A 8 12 6102 6	14 H 10 6 5300 8			

Off-board

3 I 2 10 1121 1	15 M 20 2 120mm 0542 0	0 C 0 1 2205 12	2 CI 2 4 2411 10	6 A 5 3 3200 14	15 A 12 12 7911 8	11 A 8 7 7712 8	6 I 1 6 SMG 1541 1
						2	3

Recon Elements

2 H 4 3 3601 16	2 I 2 5 1300 1
3	



GAME LENGTH: 15 turns Allies move first

SETUP: British on Board C between rows R & V inclusive; all units except Daimlers on road. Americans on Board D, on roads south of Artain. German Group A in Grancelles north of river. German Recon Elements in Merden on Board D.

VICTORY CONDITIONS: Allied player wins by controlling *any* five bridge hexes on the river flowing through Grancelles at the end of the *Allied* player segment of turn 15. Otherwise German player wins.

German Order of Appearance *(loaded in vehicles)

German Turn	Units Appearing
1	2 x PrkwIV (W) units 2 x SMG platoons*
2	1 x Puma armored car unit
3	1 x Halftrack unit 1 x Engineer platoon*
4	1 x Truck unit 1 x 120mm mortar unit*
12	1 x PrkwVIa unit 1 x SMG platoon*

Exhaustion Table (effects felt at *beginning* of turns)

Turn of Exhaustion	Movement Lost	Offensive Fire Lost
A	Daimlers	
B	other AFV's	Bren Carriers
C	Bren Carriers	all AFV's
D		all infantry

staggered, so that nobody can move south from St. Athan and find water rising inside the turret of his tank.

The combat in this scenario is nothing unusual, although considerable thought and playtesting have been devoted to making it an interesting contest. For example, this is why all large AFV's have identical ranges—success in armored combat for once can be a matter of tactical skill rather than a product of the capabilities of machinery. (The only exception is the platoon of Tigers which appear in turn 12, as an encouragement to *early* capture of objectives by the British.)

One feature which somewhat balances the superior firepower of the British is an "order of appearance" for the Germans—the flexibility of play which this feature contributes to most larger-scale AH games is one thing I have missed in *PANZER LEADER*. (As, for example, when a French left hook through Nivelles keeps "discovering" more and more British popping onto the board in *WATERLOO*.) This feature also partially negates the artificial "perfect intelligence" built into the board game format.

The victory conditions are fairly straightforward, and although they were carefully drawn, neither they nor the combat *per se* are the real focus of the scenario.

The real focus is on the moment when the supply column joins hands with halted (or nearly halted) combat units.

Can the British player maneuver his forces so as to pin down and engage the German defenders short of his objectives, and *at the same time* protect his supply lines and insure that the Red Ball Express gets through? Can he choose his ground well enough to allow attacks on key objectives as well as cover for the resupplying of helpless, stalled units? Success in this ticklish matter (already assuming the column gets through!) opens the door to possible victory; failure means virtually certain defeat.

Looking south over the rooftops of Grancelles, this matter can be put quite differently. Can the German player intercept, or at least delay, the supply convoy or will they slip through his fingers? Can he "channel" the British attack on vital bridges, maneuvering them into a position where resupply becomes a desperate gamble? Can he *disrupt* that resupply while it is in progress? Above all, can he hold onto the vital river defense line, delaying the advance elements of the British armoured column and giving other German forces vital time to take up defensive positions behind him?

To find the answers to these and other questions (what happens if it rains?) you will have to take this magazine in one hand, your copy of *PANZER LEADER*, in the other and play it for yourself.

SPECIAL RULES:

1. *Order of Appearance.* German units off board at start enter on any road(s) leading off the north board-edge or the east edge of Board A. (See German Order of Appearance.)

2. *Exhaustion of Supplies.* British units run out of supplies beginning in turn 4, 5, or 6. The first turn of exhaustion is diced for and secretly recorded by British player before game and revealed at his discretion. Units lose movement and offensive fire gradually over a four-turn period. (See Exhaustion Table.) A unit's defensive rating is unaffected by attrition of supplies.

3. *Resupply.* Each truck unit from the Red Ball Express can resupply/refuel two vehicular units or four infantry units. Their M3 escorts can each resupply one vehicular unit or two infantry units. Resupply occurs as described in the Resupply Routine.

4. *Tactical Restrictions.* No units beginning game on boards A or C or off-board may fire or move into any hexes south of or including the river flowing past S. Athan. (This keeps the big armor at the front.)

Resupply Routine

Step 1—supply unit enters hex with combat unit. Stacking limitations apply in all resupply turns. Infantry may *not* load into supply trucks for stacking purposes.

Step 2—all involved supply and combat units are inverted and considered *dispersed* at the end of the allied player segment of the contact turn and remain so during the following German player segment. (Units not being resupplied need not be dispersed.)

Step 3—involved supply and combat units remain dispersed through the following allied "fueling" turn, and at the end of that turn combat units are re-inverted with full capabilities and supply units are removed from play (unless they have supply capacity remaining.)



ALESIA . . . Continued from Pg. 7, Col. 3

Caesar coming because of his red cloak, a distinguishing mark he always wore in battle; and they could see from the high places the squadrons of cavalry and cohorts which Caesar ordered to follow him. The Gauls rushed to engage the relief force.

From both sides there arose a tremendous noise; the outcries were taken up even by those from the outer defenses. The Romans, charging up the hill, threw away their javelins which were of little advantage and used their swords. Suddenly the Roman relief cavalry came up from the rear; the cohorts led by Caesar were advancing as well. The Gauls retreated; but were met by the cavalry. A massacre resulted.

Sedulus, chief of the Lemovician tribe was killed; Vercassivellaunus from the Arvernian, was captured. Seventy-four military standards were brought to Caesar; only a few of the 60,000 escaped to their camp uninjured. When the Gauls from the town saw the slaughter and flight, they hopelessly retreated from the entrenchments. Then when the Gallic relief forces heard of Vercingetorix's retreat, they fled their camp.

Except for the fact that so much support had been required and the soldiers had been exhausted by the trials of the day, all the Gauls might have been wiped out. Just after midnight the cavalry was sent after the Gallic rear guard; a large number were captured and killed, the rest were put to flight and they dispersed to their own territories.

The next day, Vercingetorix called a meeting. He pointed out that he had not taken up the war for himself but for the common cause of liberty. Since there was no more hope, he would be willing for either of two alternatives; that he should offer himself to them that they might satisfy the Romans by his death or that they surrender him alive. Caesar ordered them to give up their weapons and to produce their leaders. He himself sat in the entrenchments in front of the camp while the Gauls produced their leaders. Vercingetorix was surrendered, his weapons flung down. (Plutarch has written that Vercingetorix rode slowly out of the citadel and around Caesar. Then suddenly dismounted and flung down his arms, "every inch a king.")

Caesar sent the Aeduan and Arvernian prisoners back to their own territories in the hope of

recovering these states. The rest of the captives, estimated at 50,000, he distributed as booty, one to each of his soldiers.

OPTIONAL RULES

1. Caesar always rode a pure white horse and wore a bright red cape. His mere presence inspired his men, in the face of impending defeat, to victory. When defending against superior force, Caesar may be used to decrease the attacker's odds two odds columns. He need only be within 3 hexes of the defending units.

2. It is no secret that his adversaries feared Caesar as much as his own men respected him. Units stacked with the Caesar counter attack up 2 columns on the odds chart.

3. The loss of Caesar in combat would be a grave loss indeed. The legions would no doubt revert to a self-survival instinct. Should Caesar be killed the Roman legions will defend normally but will attack 2 odds columns lower.

4. Vercingetorix asked for all men of draft age. This should have raised at least 350,000 men. If the council had approved this, the Gallic army would have fielded an additional 60 units. These units can be taken from the blank counters which come with this game or any others. Had they taken these younger, inexperienced men they would be unaccustomed to military discipline. These added units cannot stack with regular units. These units would also be less effective and less mobile. They should all be designated 2-5 infantry.

5. Vercingetorix, while only a boy of 20, carried with him the respect his chieftain father had gained among the Gallic tribes. Gallic units attack up one odds column on C.R.T. when within 1 hex of Vercingetorix. Note: If variant rule #1 is used and Caesar is within 2 hexes of defenders, the C.R.T. is effected only by Rule #1.

6. The Gauls trapped in Alesia were at a very low ebb, suffering from starvation and disease. The loss of Vercingetorix would most likely result in their returning to Alesia and awaiting help. If Vercingetorix is lost, the units in Alesia cannot attack out unless a breakthrough is achieved.

Any or all of the optional rules may be incorporated. These are offered not only to effect play balance, but also to allow you to explore some of the "what ifs" of the situation.



DESIGN ANALYSIS . . . Cont'd from Pg. 17, Col. 3

NO! The unit must be counted as the Rumanian replacement. Minor Axis replacements are never interchangeable with German replacements; the Axis player cannot replace more than one unit for each Minor Axis ally, and he cannot replace a German unit in place of a Minor Axis unit.

(22) Can Hitler, Stalin, parachute, Stavka or worker units be replaced once eliminated?

NO!

(22.9) Worker units involved in a battle may be chosen as casualties.

(25) When a Minor Axis ally surrenders, what happens to its reinforcements and replacements for the rest of the game? When do the ally's units surrender?

When a Minor Axis ally surrenders (for Rumania and Finland, as soon as their capitols are controlled by the Russians; for Hungary, at the end of the Russian turn *if* the Russians have five units in Hungary at that moment) *all* units of that ally are immediately surrendered for the rest of the game—all units on the board are removed immediately (even if it is in the middle of an impulse) and all units in the replacement pool or remaining on the OB chart are removed from play permanently.



A.H. Philosophy . . . Continued from Pg. 2, Col. 3

keeps coming back to. We found this true with *KINGMAKER*, and to a lesser extent with *WS&M*, but the enthusiasm *BOXCARS* has generated locally is simply beyond belief. There hasn't been a week since we discovered this little gem that the lights in our design offices weren't burning past midnight due to an after hours game of *BOXCARS*. Unless you are totally prejudiced against non-wargames you really should give this game a try.

D-DAY Revised Rules:

D-DAY rises again! Once upon a time there was a 1961 version of *D-DAY*, which was a very nice little game, but which increasingly lacked the refinements demanded by the increasing "state of the art." So then Avalon Hill came up with a 1965 version of the rules that added airpower and supply but had a whole new set of rule problems of its own, and *D-DAY* has been slowly fading ever since.

That's a shame, because *D-DAY* is about one of the most important campaigns in military history—the enormous Cross-Channel Invasion and the subsequent Battle of France and it contained some excellent ideas that have never been handled as well since.

So now the *D-DAY* rules are being redone again, in a third edition. The rules are done along the "classic" lines of the original game, but with the addition of the latest game techniques to reflect each side's historical limitations and capabilities. The new rules include better supply rules, tactical air support and river interdiction, carpet bombing, more accurate employment of paratroops, the political pressure to capture and defend the German V-1 and V-2 bases, and more. But above all the rules will be clear and simple, in the tradition of the "suited for pbm" competition "classic" games. This edition is being written by one of the best "classic" gamers in the Baltimore area (he was a judge for the AH 500 at ORIGINS II). So if you want to dust off your old game of *D-DAY*, or if you want a competitive, exciting game of the Invasion of France, we'll soon have a set of rules for you! And that's all you'll need to update your *D-DAY* game—the rules.

AIR ASSAULT ON CRETE and THE INVASION OF MALTA:

This project promises to be one of the more unusual packages that we've published in recent times. It is actually two *complete* games in one package (no, this is NOT our answer to the 'quad'!) Each game comes equipped with its own mapboards, rules, counters, and charts, although the Malta mapboard is only the size of a single 1776 map section. The main item in the package is *Air Assault on Crete*, portraying the May, 1941 invasion by German airborne forces against the polyglot Anzac, British, Greek, and Cretan defenders. Mapboard encompasses the entire northern coast of Crete on a scale of 1.6 miles per hex. Game rules feature airborne landing procedures, artillery, airpower, sea assault and transfer, effects of heavy and light AA, effects of coastal defenses, pre-planning of assault and drop zones, pre-planning of sea invasions, unit integrity, Cretan irregular forces, and unusual rules for Allied evacuation of the island. Units are battery, company, and battalion size. The game plays like a 'classic' in terms of basic concepts, but the sheer breadth of air, sea, and land interactions precludes defining this as

a 'simple' game system. The inclusion of the *Invasion of Malta* game in the same package was simply the logical thing to do. Since the game is small (one mapboard section and 300-400 counters), it was not deserving of its own package. Also, the time frame, scale, subject matter (airborne invasion), and basic game mechanisms were very similar to *Crete*. What the heck, we thought, let's put them both in the same box. Call it a freebie, a mini-game, or simply our way of saying thanks to the hardcore wargamers. In any case, *Malta* remains a fascinating game about one of World War II's most intriguing "What If's." What if the Axis had launched their planned invasion of Malta, the critical bastion of the British Mediterranean defenses? Could they have succeeded? The answer might surprise you. This is NOT a conjectural game. Using research sources from literally all over the world, we have reconstructed the Malta defenses and the OOB of the 1941-1942 Malta garrison. For the Axis attack, we have chosen the *Italian*(!) plan for a 1942 combined Italian-German air and sea assault. Using *Operazione C3: Malta* by Mariano Gabriele, as the primary research source, we have been able to reconstruct the Axis capabilities for invading the island with good validity. "Operazione C3" was the Italian plan for the invasion which outlined in amazing detail most of the pertinent aspects of the intended operation. In this plan, the bulk of the forces used would have been Italian supplemented by two regiments of German airborne troops. The game is best described as a 'bloody little affair' with a lot of action on a small board. An ideal 'short game' for hardcore gamers.

GETTYSBURG '77'

Great care has been lavished during the design of *GETTYSBURG* to ensure that all information presented is as accurate as can be obtained from the sources available. This is immediately made evident when first viewing the mapboard; a multi-color presentation of the battlefield based upon a survey made by General Warren (hero of Little Round Top) of the area immediately after the war. It presents all the important terrain features of Gettysburg at the time of the battle. You'll now know why General Sickles moved from Cemetery Ridge to the Peach Orchard salient. Apart from the mapboard, both armies' unit strengths and order of appearance have been painstakingly researched and checked to guarantee that players will have their troops where and when Lee and Meade did.

The game will contain over 1,000 multi-colored counters and markers to be used in 3 separate games that are to be included in the package. The counters emphasize the individuality and personality of each battery and brigade in both armies. Each Union brigade has its corps badge and division color or home state on the counter. The nicknames of the famous brigades will also be included. In fact, *GETTYSBURG* will be a good buy for the historian as well as the gamer. All information has been taken only from prime sources and in many cases double and triple checked to insure accuracy.

GETTYSBURG has been divided into 3 separate games, (i.e., different rules and with some different counters but using the same board); each designed to appeal to a specific segment of the game-playing public:

Introductory Gettysburg—Very reminiscent of the early days of wargaming, there are only

about 25 divisional level units on both sides. Care has been taken to make the game easy to learn and quick to play. But care has also been taken to insure that both players are provided with a large variety of decision options to prevent play from becoming stereotyped. The main problem the Confederates face is to hurt the Union forces sufficiently early in the game so that when the Union army finally arrives in full strength, the Rebs will be able to utilize their superior powers of concentration without endangering their flanks to maintain an aggressive counter-threat to the Union superior numbers. There will be two different scenarios supplied with this version of the game.

Intermediate Gettysburg—Presents a brigade level clash between the two armies. Turns are an hour in duration and units will be able to utilize strategic movement to get them to the battle in the proper time without allowing unanswered massive flank raids. Combat is resolved on a Step Reduction/Disorganization oriented table which when coupled with multiple combat, allows a force to "curl up" the flank of the enemy. Artillery will be able to fire at its proper range.

Advanced Gettysburg—innovation has been emphasized in order to present the Civil War as it should be and which has been, too often, difficult to appreciate with many of the earlier game systems. It is easy to quantify the characteristics of an "88" or a "Panther" tank in a tactical WWII game because WWII was a weapons "oriented" war. The Civil War, on the other hand, was a person "oriented" war. Personalities stand out. So, in the design of the advanced game, personalities have strong influence. Each brigade in the game has a morale and experience rating. Each division and corps commander has a control and coordination rating, which shows how many brigades he can move and how many he can send forward in an attack. Players will have to prepare major actions for the next day so that their corps and division commanders will be able to carry out their instructions. Brigades which cannot be controlled begin to fall behind, as their movement allowance is determined randomly. The combat system has been designed to emphasize the use of support in both attack and defense. Also, included in the advanced game, are universal strength markers which allow brigades to move and form lines on more than one hex in proportion to the unit's strength. Units do move in line and column of the length actually occupied. As an optional rule, a hidden movement system is included which allows two players to move secretly without the need of a third party. This, when coupled with several optional order of appearance charts, prevents either player from knowing the actual strength and location of his opponent's army.

As to the convention itself, we will be sponsoring 10 events; 3 seminars and 7 of the more popular tournaments from the first two ORIGINS. Please do *not* send tournament fees to AH. All fees should be mailed to the host company, SPI, whose address can be found elsewhere in this issue.

The convention hosts inform us that the Trade Show is sold out with all 60 booths accounted for by 38 different companies. Major General Avraham "Bren" Adan will be the special guest speaker. He is the Israeli tank expert who led his division across the Suez

Continued on Pg. 34, Col. 3

Dear Sir:

Your recent 'Philosophy' column (58) has set me thinking about gaming questions which tended to dampen my enthusiasm during the past year. Most of what I have to say about the column, in fact, is unrelated to AH's games—even the less appealing ones (to me) maintain a physical quality that leaves some measure of respect for the effort in my head.

I share Mr. Alsen's disappointment and concern over 'incompleteness' in many games now produced. Early in the expansion of the hobby, I accepted this, expecting it would give way to more fully developed products as new ideas solidified. Even now I can accept the "race to outdo the other guy" in its context of competitive effort and have no problems accepting games or simulations—both should produce good products. However, a dilettante atmosphere seems to exist in which the consumer is expected to ignore ugly and confusing graphics, incomplete and erroneous rules, and constant revision through errata for new versions under other names. Plunking down ten or twenty dollars makes it hard to accept being used as a test-panel, finding titles that appear promising woefully inadequate. The inclination to experiment on the less promising sounding products is thereby reduced. The chance that another version of the same game, perhaps by the same publisher, will appear in six or eight months suggests that publisher/designer didn't really think a good job was done originally (and knew it even when the original version appeared). Finding an errata sheet in the first edition of a game is discouraging!

But I also share Mr. Oleson's reflection that the "good old days" were not always that great. Games seemed to lack sophistication and game buffs were constantly inventing their own to make up for limited complexity. This problem seems to have been more than corrected as game research and innovative game systems have developed. But the testing ground has become the marketplace—or so it seems! While there is no reason that four or five versions of a game topic might not exist—like books—it is rare to find errata sheets for published books appearing. This incomplete format seems to impart less respect for the individual product. And while there will be more money for gaming spend (like increased money in the book field), this will not insure increased quality (anymore than it means more literacy in the population). Gaming has become moderately profitable as a commercial venture—the conventions are witness to this even more than to increased interest in the hobby.

Games today seem to fall short of the ideal in several ways. First, we have general unattractiveness which does impart a sense that the game is 'cheap' and unfinished. However, my most serious complaint is that it looks confusing when you have to remember what shade of blue, grey or brown represents what kind of terrain. Graphics are important as they add more than one kind of 'color' to playing the game. They lend a great deal to the imaginative aspect of play if graphics are representative of the game subject. After all games (or simulations if you will) are an indulgence in fantasy (some more intellectual than others, agreed). And fantasy seems to me to be hampered by too much conscious thought about relating the real to the simulated. If you have to remember what things are 'supposed' to be, then the consciousness drifts from the game to its mechanics too abruptly. This is overcome *in time*, but if you don't find enjoyment in playing the first few times, you may never come back to overcome the problem. (I avoid the issue of such an attitude being deliberate, i.e., you only plan to play it a few times and then go on to the next one, as unsatisfactory when you're asking people to put down ten dollar bills for a product.)

Second, the complexity has gotten too complicated. You end up battling the rules, not the other players. (If a game is not intended to be played hundreds of times, but is only for a few trials, then the bother required to master rule sophistications seems to me to be a bit much.) Developing strategies for complex games becomes difficult and unrewarding as there is always another detail to intrude and some other option to be evaluated. Historically, the most successful games have had simple rules which allow lots of room for activity within them (chess, go, *DIPLOMACY*). More complex games (*ANZIO*, *1776*) demand more attention to them before you begin to enjoy play very much—here is where 'superficialities' like appearance have a lot to do with helping a game reach some acceptance. Lots of the evaluation which goes into games when the public gets them seems to have been better done before the product hit the presses. It seems to me to be a bit shallow to ask gamers to play 'what if' situations that turn into 'so what' ones because

Letters to the Editor ...

more extensive playing reveals they aren't so hot in reality. And these added 'features' lend to the confusion over rules and set-ups, etc. The promise of bigger and better things to come means a few people, at least, will continue to wait for them to do so, avoiding what appears now.

And the proliferation of topics seems to me to contribute to a need to hold back on quality for the sake of quantity. Even though there are many games I would like to play in some publishers' lines, the appeal of a larger selection is mitigated by the knowledge that time has been taken away from effort on it to produce the title that appeals to someone else's particular tastes (and vice versa). So while one company has four or five games I'd really like and another has twenty, it often turns out that I am not satisfied by even a few of the twenty and find enjoyment in four out of the five. The repetition in similar game systems, board-patterns, counter design lends to the boredom where a dozen games look the same and vary only in their mental appeal. A game situation itself does not carry the weight of a game (I've become bored by most early games because only the situation changed in many of them—hence the "good old days" were not as hot as we thought as they only had 'newness behind them). There has to be some effort made to produce some uniqueness in the mechanics of the game that reproduces the spirit of the subject being simulated for play. The challenge of a game or simulation is that it provides a sense of dealing with some of the issues faced in the actual confrontation, logically allowing the players to incorporate methods of play which seem to fit the conflict represented. (*GUADALCANAL* seems to me to have failed as a game because the two really unique aspects of partial elimination and hidden movement were distracting to incorporate.)

But games are better and they are getting better still. It is just that they seem to have left behind a sense of enjoyment and completeness that we used to have. Some of the same publishers who disappoint me almost continually with the results of their efforts have my respect for the interesting game ideas they develop. The problem is that they never do get incorporated in any permanent forms! A game cannot be viewed as grand because its physical dimensions are grand. It has to be finished. It must convey some sense of confidence that the details you uncover are planned, not accidental. It must deliver what it promises. Some games promise a great deal (and they cost a great deal) and *somewhere* within the mass of mapsheets, counters and rules, it's probably all there, but you have to redesign part of it (and redesigning according to rules laid down by another isn't always very enjoyable). Hence people fall back on making their own (and going into business sometimes) or waiting for the next one, hoping it will be different. Frankly I'd rather pay forty dollars for a completed game with four maps and 1000 counters, than twenty for one twice as big but half as appealing when it arrives.

Thus I must agree that there is not only a place for some independent criticism, but a need for it. Someone has to say that a game has great innovations but they're incorporated in a thin shell of a product or that the finished product is great but is mechanically not much of an improvement. And there has to be a place to say it, too. No company pans their own products, let's face it. It does seem to me to be interesting that some of the games which have appealed to me most have been the end result of two or more independent groups (or individuals) contributing their particular skills in reaching the final product.

I am not fearful that the hobby is going to fail like other hobbies as there is too much possible variety in it to truly glut the market for some many years to come (and I think things will have changed before that). I do become personally disappointed more often than in my early days as a gamer, but then my expectations have risen a bit faster than I think it may be reasonable to expect that business will respond. I do think that my observations have enough validity to be, at least in part, representative of problems facing game-playing as a hobby. And I think that some strong independent force is needed since the lines of communication and production are controlled by the same people (not badly, but not objectively either on enough topics). I would encourage publishers of games to think about the possible merging of resources for the creation of a strong independent source of information and service to

wargamers (and board-gamers in general after a time).

Scott P. Duncan
Pennington, NJ

★★★★★

Dear Sir:

Proliferation can be synonymous with variety. Obviously, the more tastes the hobby appeals to, the more recruits we will drag in and the more opponents one will be able to find for any title. At least this seems logical. Personally, I favor an increase in the number of titles. I currently own over 50 titles of which about 60% are AH. While it is true that many are rarely played (some I've forgotten how) getting bored is not a problem. The fewer games one has, the more each is played and the easier it is to get tired of that game. I have some games that I feel are a waste of money and others that I go ape over. Those that I really like I play repeatedly, others provide a good change of pace.

As far as quality goes, there is not much to say. It is ridiculous to assume that a game must be under development for two years, five months, eighteen days, six hours, 37 minutes and 43 seconds to be good. Of course, the more time spent on a game the more time there is to pick out the few last bugs, and no game is ever 100 percent perfect. But let's not come down too hard on the smaller companies who do not have the resources of AH.

As for Avalon Hill's policy, I am in favor of increased production. I would also like to have more designs originating in Baltimore. I realize I am trying to have my cake and eat it too, but you always can drag in half a horde of designers and chain them in the back room until they're done.

Another person began foaming at the mouth because he had to cough up the moola for the revised 1776 rules. I can sympathize with this. However, as I said before, no game is ever perfect and at least you don't forget about a game and simply count the green after the first edition. Using the "Design Analysis" column for this purpose has its merits, but I would like to hear more about game design in general (sorry 'bout that). You aren't a bunch of cheapniks who sit around churning out errata sheets all day, but it might not be a bad idea. Game owners should be able to write for the latest revisions. This would be of particular interest to non-subscribers (don't forget about them).

Now about this communication thing. It works two ways. We also want to know what you're plotting. I am a highly jingoistic Avalon Hill fiend (much to the detriment of SPI), and it is quite embarrassing to hear of A.H.'s next release from some idiot reading S&T six months before anyone at the *GENERAL* hears about it. I don't care if it's still just a half-baked idea, I want to hear about it. I can even live with the disappointment of hearing that you've changed your minds. Letting us know way in advance would give more time for reader reaction. Don't push us aside after every title survey.

Keep 'em flying.

John Engberg
Hoffman Estates, IL

Ed. Note: This month's philosophy column should silence your complaints about being kept in the dark. As to not being the first, well, that's not always such a great achievement. Although S&T delights in passing along news of our impending games before we do, you've got to keep in mind that their "Gossip" column is aptly named. Much of the information they pass on in reference to our operations is inaccurate, if not pure fabrication. It's sort of a friendly game we play. They try to "jerk our chain" by printing our "news" first and we get our jollies by feeding false reports to their "spies". In any case, we'll try to do a better job of keeping you informed accurately as to what we're doing if you'll promise to take with a grain of salt what you read in competing magazines.

★★★★★

Dear Sir:

I have been playing your games for three years, and currently own 13 wargames among them *LUFTWAFFE*. I have, in the last year, seen one too many accusations that the Germans should not, in the *Advanced Game*, have ME 262

as early as Jan., '44. Not the least among these is Robert D. Harmon's *Calibrated Luftwaffe* in the *GENERAL* Vol. 13, No. 1.

It appears plain to me that many wargamers are beginning to think of the *Advanced Game* as the real thing's simulation. The *Tournament Game* is the game which portrays the actual campaign, complete with Hitler's bungling. However, the *Advanced Game* is a simulation of what *could have happened* if Hitler had not interfered with the jet program. If this were true, as it is in the *Advanced Game*, then the ME 262 would have been available to the Luftwaffe much earlier. For the German to have the ME 262 as early as January, '44 is by no means unreasonable. It may well unbalance play, but that is not the concern of this letter. The concern is that the Germans can have the ME 262 in Jan., '44 in the *Advanced Game*.

Dave Sandberg
Ormsby, Minn.

★★★★★

Dear Mr. Greenwood:

I read John Alsen's comments on Wargaming, and found them interesting. I agree with Avalon Hill that more games will only help the Wargame hobby. However, those companies that don't produce quality products will fail in the long run.

Comparing the slot car fad with Wargames is not a good analogy. Slot cars were intended to replace Modelrailroading as a hobby. Manufacturers of slot cars found out that Modelrailroaders were not about to give up trains for toy cars. Being a Modelrailroader first and a "fringe" wargamer second, I have prejudice. Those who still have doubts should obtain a copy of the January 1977 issue of *RAILROAD MODEL CRAFTSMAN*.

David Brockmeier
San Jose, CA

★★★★★

Dear Mr. Greenwood:

In the January/February *GENERAL*, J.R. Jarvinen presented another in the magazine's never ending series of probability in gaming articles. This trend began many issues ago with one article per issue, but has with the Jan/Feb issue increased to 2 articles per, as "Game Theory and 1776" appeared in tandem with "A Closer Look at Richthofen's War."

Aside from these articles' negative impact in achieving market growth for AH (do you really believe that these articles attract and hold the younger audience so essential to magazine and game sales increases?) Jarvinen's article proceeds from a fallacious assumption that the choice of matrix cards is a zero-sum game. That is, it is assumed that every card choice is completely an independent event. By independent event, I mean that the choice of a card is unaffected by preceding or following choices, and that the conditions of the choice remain constant throughout the game.

This assumption is obviously absurd. Imagine that the American has a stack of militia which is being attacked by a 2-times larger stack of British only. In a zero-sum game, the composition of the forces is irrelevant, the odds are irrelevant, and any patterns the players may have developed in card choices are irrelevant. Card choice in a zero-sum game is according to a strict probability strategy.

But in our hypothetical situation, the actions of both players will be governed by a whole series of mitigating factors. The geographic location of the battle, the relative time of the battle, as well as the composition and strengths of the forces will all impact on the choice of tactical cards. However, most decisive is the ability of one player to anticipate the card choice of his opponent. For instance, if the British attacker consistently uses Recon in Force as dictated by the Game Theory Analysis, a defensive player can anticipate and choose appropriate counter action. A defender can thus discourage low-odds attacks by bleeding a predictable British player's regulars with his easily replaced militia.

The arithmetic calculations performed in the article are flawless, but when these processes follow from erroneous assumptions the conclusions derived therefrom must necessarily be invalid. Frankly, I am a little sick of the magazine's printing articles continuously which contain such superficial analysis.

Dwight E. Hamner
Springfield, VA

READER BUYER'S GUIDE

\$12.00

TITLE: CAESAR—Epic Battle of Alesia

SUBJECT: Romans vs. Gauls in The Classic Battle of Antiquity

CAESAR-ALESIA was the 31st game to undergo analysis in the RBG, ranking 6th with a cumulative rating of 2.53. This showing, although eminently creditable, was posted with a light voter turnout—presumably due to its mail order only status. Nevertheless the game did exceedingly well in certain categories. For example, it set a new record in the Completeness of Rules category by besting TACTICS II by a whopping 22! An even better rating was achieved in the related Ease of Understanding category where it took runners up honors to TACTICS II again. This is without a doubt one of our best rule writing jobs as evidenced by the paucity of questions pertaining to the game. CAESAR is now going into its second edition and aside from the switching of the Primary and Secondary Range columns on the Missile Chart, printed errata will be limited to the Q&A in this issue's Question Box. The last exceptional rating was in Overall Value where the game ranked 3rd despite a \$12.00 price tag.

On the negative side of the ledger the game's worst showing came in Physical Quality (20th) and Components (18th). The complaint often heard here is that the large board is more subject to warping. A 16th best performance in Excitement Level is probably due in no small part to the great number of units and long playing time. Play Balance did better than expected (15th) given the popular belief that the Gauls have it made—true enough until a high level of expertise is gained.

The playing time, if anything, is understated. A game in which the Roman goes the distance will invariably last 6 hours.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line. As you can see, what happens to the game after initial release is in large part up to you. If there are dire deficiencies we are relying on the RBG to spot them.

1. Physical Quality	2.92
2. Mapboard	2.71
3. Components	2.78
4. Ease of Understanding	1.71
5. Completeness of Rules	1.85
6. Play Balance	3.36
7. Realism	2.64
8. Excitement Level	2.71
9. Overall Value	2.07
10. Game Length	3 hr., 39 min.

THE QUESTION BOX

ALESIA FREQUENTLY ASKED QUESTIONS—

Q. 18.1 If three Gallic units land on the Outer Works on turn 1 with one surviving and seven more land on the Outer Works on turn 2, does this free the inner garrison?

A. No. The ten units must traverse the Outer Works on the same turn and whether or not they survive has no effect on Gallic Attack Coordination.

Q. Can a unit move onto a river hex, attack a unit across the river, and upon obtaining a DR4/AA3 result, move off the river into the defenders vacated hex and on to the limits of its movement allocated on the Hand-to-Hand Combat Table?

A. 16.1 States that an advancing unit may always occupy the vacated hex and into the ZOC of another enemy unit. Further suppose that this advance carries it into the same hex (subject to stacking limits) occupied by another friendly unit which has not yet fought but is committed to an attack or defense. What effect would this have on the subsequent combat?

Q. Could you explain the 3 hexes mentioned in 7.4 regarding nonconnecting ramparts and illustrated in Appendix A a little more?

A. Units attacking from hexes containing both perimeter and camp ramparts face normal, not doubled, defense. Units attacking from perimeter ramparts against a hex containing both camp and

perimeter ramparts are faced with a doubled defense. Because the three ramparts in question do cross hexides units may cross the camp rampart to the perimeter rampart at 1/2 MF even though these ramparts are connected within the hex.

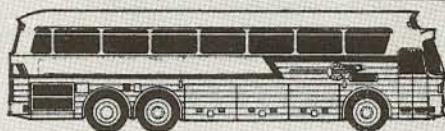
Q. There is one hex containing both a river and rampart symbol where the rampart does not cross the river. For purposes of attacking from this hex against the adjacent connecting rampart is the defender doubled?

A. Yes.

Q. Suppose an attack results in the attacker (or defender) being able to advance past the defeated unit's vacated hex and into the ZOC of another enemy unit. Further suppose that this advance carries it into the same hex (subject to stacking limits) occupied by another friendly unit which has not yet fought but is committed to an attack or defense. What effect would this have on the subsequent combat?

A. The odds for the subsequent attack would remain the same and only the unit(s) that started the combat phase in the hex would be affected by the results of the attack. Therefore, the advancing unit would not be forced to retreat from the hex, nor could it make a further advance.

Origins Bus



Interest Group Baltimore and Avalon Hill will be sponsoring a charter bus to ORIGINS '77 in New York. The bus will leave the Baltimore area on Friday, July 22nd and return Sunday night July 24th. Meals and lodging must be arranged separately by each individual with the convention authorities. Those interested in this transportation should send a stamped, self-addressed envelope to Avalon Hill marked to the attention of Don Greenwood/Origins Charter Bus.

Roundtrip fee will be \$13.00. No one admitted without a reservation (including IGB members eligible for free transportation). To get your reservation, send a stamped, self-addressed envelope to the attention of Don Greenwood, c/o Avalon Hill prior to July 10th. All riders must have returned the necessary fee and permission forms by July 20th in order to secure their reservation. First come, first served. The bus will leave the Baltimore area at 10 AM Friday morning and return Sunday evening.

A.H. Philosophy . . . Continued from Pg. 32, Col. 3

Canal into Egypt during the October War of 1973. He will give a free lecture Saturday afternoon.

AH CLASSIC 500

The festivities start Friday afternoon with the 3rd Annual AH 500. Players may continue to enter until Saturday afternoon. The top four finalists will receive \$100, \$50, \$35, and \$25, respectively. Fifth through eighth place will be good for \$10 plus an AH game of their choice. Ninth through sixteenth place will receive free AH games, while seventeenth through thirty-second place will earn subscriptions to the GENERAL.

Play will take the form of a seven round, single elimination event with play limited to AFRIKA KORPS, STALINGRAD and WATER-LOO, but when players cannot agree on a choice, AK will be the default choice. Entry fee is \$5.00. Judges: Doug Burke, Richard Hamblen, Jim Stahler.

FOOTBALL STRATEGY

AH recognizes this Friday evening event as the third national FOOTBALL STRATEGY championship. A seeded event with a maximum field of 64 players in 1 hour single elimination rounds. Among the entrants will be Thomas Shaw, designer of the game, Don Greenwood, 1976 national champion, and Pat McNevin and John Strand, two-time runnersup. Prizes for this and all other tournaments except the AH 500 are: First—plaque, Second—any AH game, Third—any \$9 AH game, Fourth—sub. to the GENERAL. Entry fee: \$1.00.

SEMINAR

Criteria: What is a Good Game?

Randall Reed starts things off Saturday morning with a discussion of the AH philosophy in game design as applied to recent releases; an open forum for audience participation. Entry fee: \$1.00.

WAR AT SEA

Saturday morning. The only new AH tournament for ORIGINS III utilizes this recent, popular, fast-playing naval game with a special tournament play balance rule. Play will be single elimination in 1 hour rounds. Entry fee: \$1.00. Judge: Don Greenwood

WOODEN SHIPS & IRON MEN

Saturday morning. Each player will maneuver two to six ships in single elimination, 90 minute rounds. Entry fee: \$1.00

SEMINAR

Before the Rising Sun

Dr. Larry Pinsky gets Saturday afternoon off to a rousing start with a thorough discussion of his design and our upcoming "monster" release, THE RISING SUN. A knowledgeable, yet humorous speaker, Larry is sure to entertain as well as inform. Entry fee: \$1.00.

DIPLOMACY

Saturday afternoon. A two day tournament conducted by the IDA. Competition to be figured according to the Birsan/Rocamora point system on the basis of both rounds. Additional plaques will be awarded for best performance with each country in either round. Entry fee: \$2.00.

KINGMAKER

Saturday afternoon. A three round, single elimination tournament with winners judged on Victory Conditions or Parliamentary strength after 3 hours of play. Entry fee: \$1.00. Judge: Mick Uhl.

SEMINAR

Everything You Always Wanted to Know About Avalon Hill

Saturday evening concludes with first hand answers to your questions derived from a Question & Answer session with the AH staff, including as many of our freelance designers as we can round up. Answers from the source—not our competition. Entry fee: \$1.00.

RICHTHOFEN'S WAR

Sunday morning starts with the third running of the Demolition Derby. Entrants will be divided into teams of three and loosed on a board from which there is no escape against a similarly matched team. Only one team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way and may gain ace status as they progress. Survivors will be put into a force pool from which new teams will be selected; those with the most credited kills being put on the same team. Entry fee: \$1.00. Judge: Randall Reed.

★★★★★

AVALON HILL RBG RATING CHART

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
3. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
4. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
5. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
6. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
7. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
8. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
9. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
10. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
11. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
12. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
13. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
14. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
15. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
16. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
17. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
18. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	16.7
19. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
20. ALEXANDER	2.93	2.99	3.21	1.91	2.55	2.98	3.43	2.76	2.43	2.86	12.7
21. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
22. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
23. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
24. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
25. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
26. D.DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
27. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
28. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	3.32	5.57	4.59	4.20	11.6
29. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.46	3.86	56.0
30. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
31. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

Vol. 13, No. 6 of the *GENERAL* polled a cumulative rating of 3.62 making it the least popular of the Vol. 13 series. Poor ratings from non-Sci Fi enthusiasts was the major cause. Individually the articles ranked as follows on our 1200 point maximum scoring system:

SST Digressive Examination	304
Saga of the Bug War	250
PANZERBLITZ Series Replay	166
The Viipuri Defense	148
The Ultimate Wargame	131
Tobruk X3	51
Solitaire Troopers	36
And Now a Word from Your Local Playtester	32
Design Analysis—SST as Literature	29
Tirpitz & the Die Roller	25
Two Player Diplomacy	15
Panzerblitz Mit Das Wetter	11
Avalon Hill Philosophy	7

Convention announcements seem to be multiplying with every passing year and that's a good sign for the wargaming hobby. Once again we remind readers to give us all the pertinent details at least 3 months prior to the convention date in order to insure that we can post your announcement in time. The summer con listings are as follows:

GEN CON X should head the list of any midwest gamer. The oldest annually hosted convention, GEN CON X is scheduled for Aug. 18-21 in Lake Geneva, WI. This year the hosts move half of their act to the famous (and expensive) Playboy Club in this resort city. The emphasis is on Fantasy and miniatures but there is always something entertaining to any board gamer. Address your inquiries to GEN CON X, P.O. Box 756, Lake Geneva, WI 53147.

The Western New York Wargamers Association is sponsoring the GREAT LAKES CONVENTION on Sept. 16-18 and promises both manufacturer's exhibits and seminars at the Sheraton in Lockport, NY. Boardgame tournaments and battle re-enactments are both planned. Further info can be had from Richard D'Angelo, 395 South Shore Blvd., Buffalo, NY 14218.

The Midwest Military Historical Society announces an as yet unnamed convention on July 16-17 in the Commons Hall of the Park Ridge Inn in Park Ridge, IL. Apparently the main attraction will be a wide variety of miniatures battles. Info from Tony Adams, 301 N. Wille St., Mount Prospect, IL 60056.

Planned for the same weekend is TACTICON II which will be held at Dunfeg's Royal Coach Inn in Houston, TX. For more information, call Dennis Wolfe 713-688-0531.

STARSHIP TROOPERS fans will be interested in SALT CON which is scheduled for Oct. 14-15 in Salt Lake City. The special Guest of Honor will be none other than Robert Heinlein himself. Jerry Pournelle, noted author and wargamer, will also be on hand. Info can be had by writing SALT CON, INC., P.O. Box 15721, Salt Lake City, UT 84115.

LONDON, ENGLAND: While the big ORIGINS festivities are proceeding in NY, British players needn't feel left out, with the London Wargames/Diplomacy Convention taking place at the National Liberal Club, 1 Whitehall Place, London SW1 on Aug20 from 9 A.M.—Midnight. Star attractions include Nicky Palmer, author of "The Comprehensive Guide to Board Wargaming"

Infiltrator's Report

being published that week, taking on a dozen simultaneous opponents (with the book as a prize for the first to beat him) and arch-stabber Richard Sharp challenging opponents at Anonymous Diplomacy—you know he's playing, but for which country? Admission is free.

Canadians planning on attending ORIGINS II could do worse than the \$50 roundtrip charter bus to ORIGINS leaving Toronto at 2 A.M. Friday. Further info: BUS BY MAIL, 20 Graydon Hall Dr., Suite 204, Don Mills, Ontario M3A 2Z9, ATTN: Andy Webber.

Wayne E. Wells of 1503 Mulberry St., Charleston, SC 29407 announces the existence of the Charleston Christian Wargaming Club. As Wayne himself relates: "We are a Christian group who are more concerned with our spiritual growth than our wargaming hobby. However, we enjoy playing wargames and the fellowship they bring." More evidence of what sadistic warmongers we all are . . . yeah, right.

Oklahoma State University is just another school on the growing list of institutions of higher education offering an accredited course on simulations. CPT Patrick Hughes reports great success utilizing *KINGMAKER* in his first such course offering which was fully accredited by the OSU History Department.

The 1977 Charles Roberts nominations have been announced. Nominated for best tactical games were *STARSHIP TROOPERS*, *WELLINGTONS VICTORY*, *TERRIBLE SWIFT SWORD*, and *FIREFIGHT*. Best strategic game kudos went to *RUSSIAN CAMPAIGN*, *PANZER GUDERIAN*, *CONQUISTADOR*, and *WAR IN EUROPE*. The *GENERAL* was once again among the nominees for best magazine along with *S&T*, *F&M*, and *MOVES*. The winners will be determined by convention attendees popular vote during ORIGINS III.

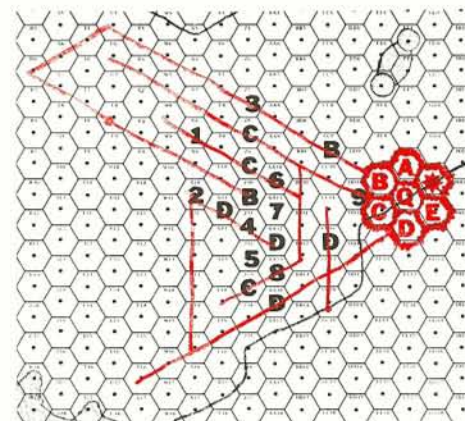
When we make reference to our *new* design offices at 900 St. Paul St. we use the word loosely. A "100 years ago today" column in the Baltimore Sun recently made reference to President Grant's visit to these very same premises. New, no . . . but steeped in tradition nonetheless.

The Interest Group concept has gained international status, informs Robert Williams, of Interest Group RAF GREENHAM COMMON UNITED KINGDOM. He invites all interested U.S. personnel stationed in the United Kingdom and/or British readers to contact him at RAF Greenham Common, Newbury Berkshire, England.

No one submitted an entirely correct solution to Contest No. 75 but Peter Mayewski of Larchmont, NY headed the list of those who came close with 9 out of 10 correct answers. Other winners in order were: D. Garratt, Rochester, NY; F. Small, Santa Clara, CA; A. Baer, China Lake, CA; D. Farrow, New Castle, DE; J. Eliason, Cambridge, MA; R. Selinger, Toronto, ON; B. Perkins, Portsmouth, VA; P. Polli, Palatine, IL; and D. Appleby, Decatur, GA.

Letters of credit for AH merchandise were sent to all of the above.

Pictured below is the complex that is the solution to Contest 76, followed by the answers for each hex number.



- | | | |
|------|----------|----------|
| 1. C | 4. D | 7. none! |
| 2. D | 5. none! | 8. C |
| 3. B | 6. C | 9. C |

A fast (and sloppy) explanation of how the layout can be deduced from the breaches:

Due to the intermingling of breaches, either the "C" tunnel group will have to loop around the ends of both the "B" and "D" groups, or the "B" and "D" groups will have to loop around the end of the "C" group. The starting segments are not enough to loop in two directions, so "C" cannot do all the looping alone; therefore it must be the "B" and "D" groups that loop. One of these must make a big loop, around the end of the 10-hex "C" segment; such a big loop requires one big segment to go out, one transverse segment to cut across the end of the loop, and two small segments to come back. This leaves no segments to run off and pick up extra breaches, so the big loop cannot pick up extraneous breaches. There are 4 "D" breaches that have to be intersected, not in a line, so the "D" tunnel group cannot make the big loop—it must be the "B" tunnel group.

With the cells lettered in counterclockwise order, it clearly is easier to place the cell group to the right of the breaches. The "B" cell cannot be "east" of the "C" cell, or it cannot make a successful transverse loop at the end of its outbound segment; therefore, the "B" must be north or northwest of the "C" cell. But there are four "D" breaches, which means that each "D" segment must contain a breach, unless one segment can pick up two "D" breaches—and doubling up is hard because the "D" breaches are not in line for the most part. Thus, since the "D" network must make a loop, it can hardly give up the chance of running the main tunnel through one of the breaches; this cannot be done if the "D" cell is northeast of the "C" cell. The "D" must be southeast, which means that the "B" cell must be directly north of the "C" cell.

Once the main cell has been oriented and placed—after all, we know that both the "B" and the "D" long segments must pass through a breach—the rest is just a matter of implementing the loops effectively.

This sort of puzzle is very tricky, and possibly there are alternative solutions. If anyone sends in a solution with a valid alternative layout for the Bug complex, then we'll accept that as an alternative correct answer.

OPPONENTS WANTED

14 year old seeks fit novice to average opponent for Blitz, DD, Gett, Luft, 3R, PanLd, Was, Tac, Michael Hastings, 4510 Pine Mountain Rd., Mountain Brk, AL 32133, 278-0990.

CA 95490, 459-4716. Interested in playing 3R, pbm multi-player. Anybody having a good system contact Scott Moseley, Box 514, Wolford Hts, CA 95328, 376-2971.

The Mide High Wargaming Club is open to anybody in the near Annapolis County. Over 35 different games including WS&M, PanLd, F&40, 3R, Rupert Berrington, 15768 E. Union Ave., Denver, CO 80232, 371-0462.

Interested in playing 3R, pbm multi-player. Anybody having a good system contact Scott Moseley, Box 514, Wolford Hts, CA 95328, 376-2971.

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OPPONENTS WANTED

In desperate need for pbm to DD, Blitz, or 1776. Have kit to DD. Will get kits to Blitz and 1776. Preferably between the ages 12 to 20. Todd Christiansen, R.R. #2, Adel, IA 50003, 993-2833.

Interested in playing 3R, pbm multi-player. Anybody having a good system contact Scott Moseley, Box 514, Wolford Hts, CA 95328, 376-2971.

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OPPONENTS WANTED

Hopkins at 748-2620 to find out about them. We're keeping a contact list of 2,000 wargamers in eastern Pa., western N.J., and Delaware—would you like to be on it?

Interested in playing 3R, pbm multi-player. Anybody having a good system contact Scott Moseley, Box 514, Wolford Hts, CA 95328, 376-2971.

TO BUY

Wanted General Vol. 11, No. 6 with trade General Vol. 13, No. 3 in excellent condition or make offer. Any clubs close by? Experienced players in mid-westerns. Kurt C. Hill, 2107 W. Sepulveda Blvd. #2, Torrance, CA 90501, 328-4778.

Wanted: General Vol. 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

Wanted: General Vol. 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

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TIME SCHEDULE FOR AH EVENTS AT ORIGINS 77
AH Classic 500 Fri 4 PM
FOOTBALL STRATEGY Fri 4 PM
WAR AT SEA Sat 9 AM
WS&M Sat 9 AM
Seminar—CRITERIA Sat 12:30—3 PM
DIPLOMACY Sat 1 PM
KINGMAKER Sat 2 PM
Seminar—RISING SUN Sat 3:30—6 PM
Seminar—EVERYTHING Sat 7 PM
RICHTHOFEN'S DEMO DERBY Sun 9 AM